

Advanced Dungeons & Dragons®

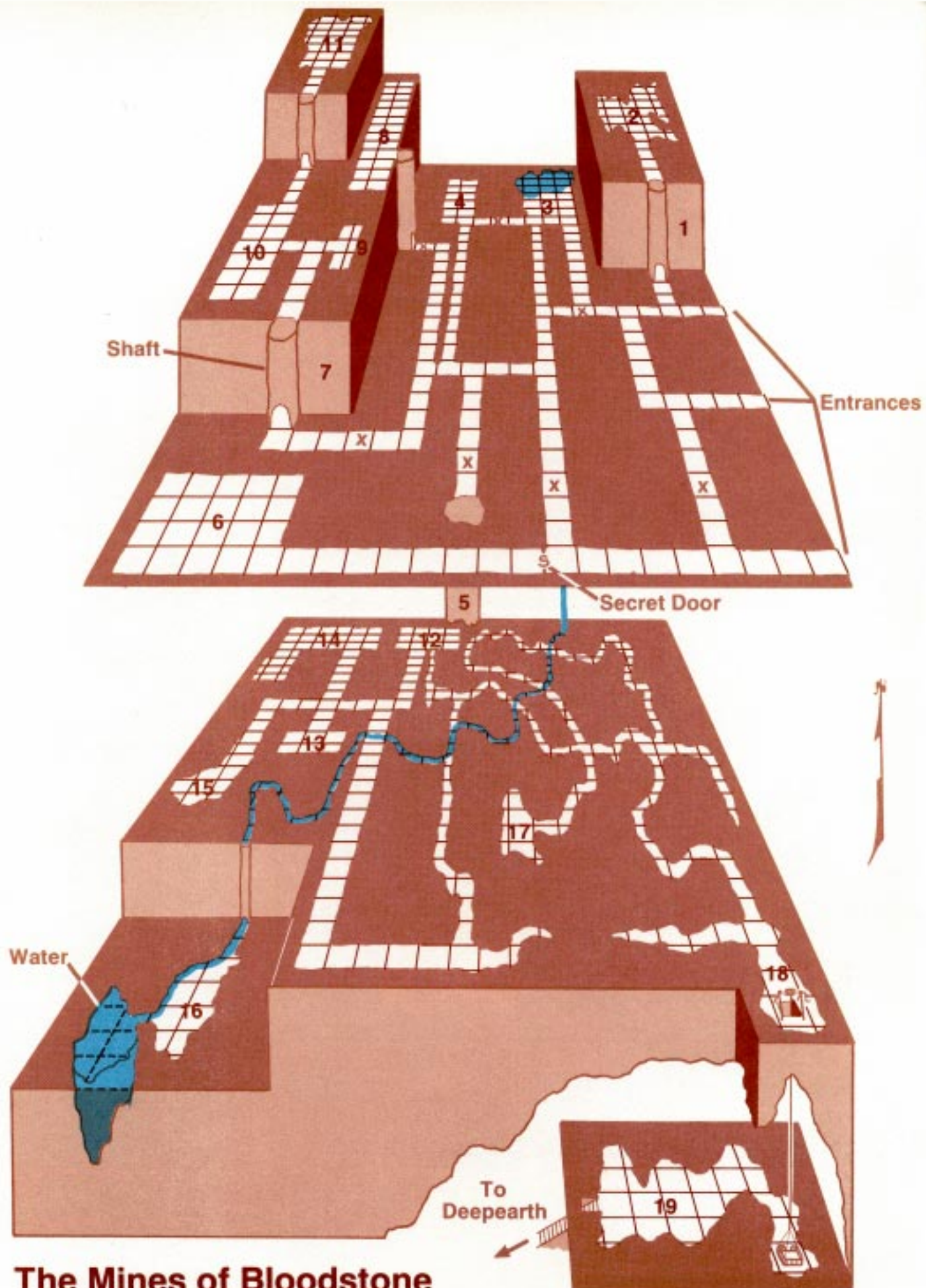
Official Game Adventure

The Mines of Bloodstone

by Michael Dobson and Douglas Niles



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OFFICIAL GAME ADVENTURE

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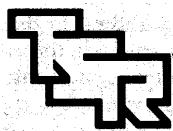
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INTRODUCTION

The Story

The information contained in this section may be read aloud or shown to the players, or it may be revealed in the course of the adventure as the player characters explore the area, conduct research, or ask those whom they encounter.

For generations, the cold northern wastes supported a scant population of hunters, trappers, and poor farmers. These hardy souls scabbled a meager living from the stony soil, and barely endured the long dark winters.

That was before the coming of the Witch-King, Zhengyi, who formed the Kingdom of Vaasa and built the mysterious, evil Castle Perilous atop a lonely crag near the sea.

Some said that Zhengyi had enlisted the aid of powerful demons, and this must have been true, for the Kingdom of Vaasa soon raised a powerful army of human and nonhuman warriors—far more than the northern lands could possibly support. And with this army, Vaasa became a power to be reckoned with in the Realms. Soon the Witch-King had closed the passes through the Galena Mountains, and during the Wolf Winter of 1137, his evil gaze wandered south, toward the Kingdom of Damara.

The armies of the Witch-King struck without warning and seemed unstoppable at first. But the army of Damara was brave and well-trained, and soon the tides of battle turned. For 10 long, bloody years, the forces of Vaasa and Damara fought, neither able to achieve final victory. Many thousands of brave warriors and fell creatures died, and their bodies rotted in the fields.

Then, in the summer of 1147, King Virdin faced the Witch-King's cohorts at the Ford of Goliad in what would be the final engagement of the long war. Some say it was the treachery of the King's chief lieutenant, Felix (who was reputed to be a secret member of the Guild of Assassins, in league with the enemy), who betrayed the young King to his death, and his army into utter defeat.

The Witch-King and his secret ally, the Grandfather of Assassins (whose mysterious mountain citadel is reputed to be somewhere in the Galena Mountains), moved quickly to consolidate the victory. In a single night, the most loyal and powerful nobles of Damara were slain by sword and by poison, leaving the craven, the incompetent, and the disloyal to sue for peace.

Indeed, the Witch-King made peace, but on his own terms. He took the rich northern provinces for his own, then generously granted independence to the southern lords, as long as they paid tribute and acknowledged the Witch-King's power. This was a shrewd political move, for each petty noble conspired against the others for scraps of power and wealth, throwing the entire south into political chaos.

A steady stream of refugees moved south, searching for an ever-elusive safety and leaving economic chaos in their wake.

Hardship and poverty were no strangers to one small barony. The barony of Bloodstone, so named for the deep-green chalcidony flecked with red jasper that was mined there, had once been a prosperous province of Damara, located in a verdant valley in the Galena Mountains. In addition to the gems that were its trademark, the barony gave its name to Bloodstone Pass, the major route through the Galenas to points north and west.

At approximately the time the Witch-King came to power in the north, the first of three disasters befell Bloodstone.

Once the bloodstone mines produced stones worth well over 100,000 gp annually. Human and dwarven workers toiled side by side beneath the earth, providing a steady stream of wealth. But one day, miners extending a shaft awoke a nameless evil, and death stalked the mines. Only a few workers returned to tell the tale. Many brave souls tried to enter the mines to defeat the evil, but to this day none have returned.

The Wolf Winter of 1137 was particularly hard on the citizens of Bloodstone, for the major source of their wealth was gone. Many people starved in that long winter, and those who dared hunt for food became fodder for the dire wolves of the Galenas.

The second disaster struck when the Witch-King's armies closed the passes through the Galenas, cutting off the barony of Bloodstone's remaining source of wealth. Many families left for the south that year, and the population of the valley was only a scant fraction of what it had been. The remaining humans gathered close to the Village of Bloodstone, abandoning the outlying areas. The dwarves, halflings, and centaurs who shared the valley became clannish and insular, and withdrew to their own communities. Poverty settled in the valley. Bandits and strange creatures began to infest the passes to the south. Escape was no longer possible; the valley of Bloodstone was now completely isolated.

Then the third disaster struck. The Grandfather of Assassins, whose mysterious citadel

had long been rumored to be hidden in the Galenas, reached out to organize the bandits of the mountains. Soon a virtual army (allied with Vaasa, of course) had built a camp in the canyon that once held the mining operations. The poor citizens of Bloodstone knew nothing of this until the army began demanding tribute of gold, food, and finally slaves.

Baron Tranth, Fifth Baron of Bloodstone, was discouraged and worn from long years of hardship and defeat. His oath to protect and defend his people had kept him going through each successive disaster. . . even the personal tragedy of his wife's death in childbirth. He had counseled that his people give tribute to the bandits—anything, just to keep surviving. But slavery was worse than death, and so he resolved to fight back, even at the risk of losing all.

He needed help—powerful help, but where could he turn? There was no treasure with which to buy mercenaries. He could only beg. Garlen and Garvin, two cousins, were sent south just before the fall harvest to seek the aid of powerful adventurers who might save his people.

To his amazement, his prayers were answered. Seven brave and powerful adventurers came to the baron's aid—for the princely salary of five silver pieces per day.

Operating under a cloak of secrecy and aided by the powerful magic of the seven heroes, the village prepared for battle. First, a party of tribute collectors was ambushed and wiped out. The villagers, long used to defeat, were elated. Then came a battle on the open field, and a punitive expedition by the bandit army was defeated!

But then came a night of horror, when a priest of Orcus conjured the dead of the Bloodstone graveyard to unholy life, and corpses shambled the streets. A simultaneous sneak attack by enemy cavalry resulted in the burning of much of the village. The people of Bloodstone were sore afraid, but resolved to a man that death was preferable to subjugation and slavery.

Then came the final battle, as the Grandfather of Assassins himself took the field. The aged, the women, and the children took up arms, and all the enemy's might could not sway them. The bandit army was broken, and the Grandfather of Assassins retreated by magic to his mountain fastness.

Yet even in the moment of victory, the baron realized that very soon winter would set in. Even now, the cold northern winds were bringing the first frost to the valley. . .

Notes for the Dungeon Master

The Mines of Bloodstone is a campaign and dungeon module for high-level (15+) player characters. It is a sequel to H1, *Bloodstone Pass* and the second part of the Bloodstone Pass campaign series, although it can easily be run as a stand-alone module. Two set-ups are provided: one for newly-arrived PCs and one for PCs who adventured in H1.

This adventure uses many of the newer AD&D® game books and accessories, including the *Dungeoneer's Survival Guide* (DSG), the *Wilderness Survival Guide* (WSG), the BATTLESYSTEM™ Fantasy Combat Supplement, and the *Book of Lairs*. However, none of these accessories are necessary to play this adventure. Wherever possible, we have provided options that only use the traditional core rules; in other cases, the sections that would require the new rules can easily be omitted.

Pregenerated characters are provided for those players whose characters are not yet of sufficient level to handle this challenge. Certain situations are built around the specific abilities of these characters, but handling those situations will pose no challenge for the experienced Dungeon Master. These characters have been assigned skills in accordance with the DSG system.

In the Bloodstone Pass campaign, one of our objectives is to provide a role-playing context for PCs to become lords and rulers of a kingdom of their own. In module H1, Lady Christine, daughter of Baron Tranth of Bloodstone, falls in love with the fighter with the highest Charisma. If the PCs are successful in restoring the wealth and power of the barony, one of the PCs may marry Lady Christine and thus become heir apparent. The baron will then offer to retire in favor of his son-in-law, and that character will become the Baron of Bloodstone. He can then knight the other PCs, as he chooses, and assign them leadership roles in the realm. As the campaign evolves, opportunities will arise to expand the realm, and to ennoble the other PCs as lords in their own right.

High-level modules are inherently open-ended, because of the vast range of options available to powerful characters. It takes skill and a firm hand to run such adventures successfully and to handle the unforeseen in the context of the evolving plot: Good luck, and good adventuring!

Set-Up #1: On the Road Again...

If you are bringing characters from an existing campaign into this module, you should arrange for them to visit the ex-Kingdom of Damara. Tell them about the Vaasan War and Damara's defeat, and play up the chaos in the southern provinces. The roads are choked with refugees, giving you lots of opportunities to have a refugee tell the PCs about events. Plant a rumor or two about the amazing bloodstone mines in the Galena Mountains, and suggest that great wealth might be obtained there. That should be enough to get most adventurers on the right track. If that doesn't do it, another refugee might know about the Bloodstone War (the H1 story, as revealed on page 2), and tell the party rumors about great battles to come. Be creative—most groups are just looking for an excuse to go after adventure!

If you are starting a new campaign with this adventure, your players can either create their own 15th-level characters or use the pregenerated characters provided herein. The characters would naturally know the history of the war, if not that of Bloodstone Pass, and might even be refugees. You can start the party with the Obligatory Tavern Scene ("You're all in this tavern, see, and you introduce yourselves, and one of you says, 'Gee, let's find some monsters to kill!' and. . ."), but we hope you'll be more creative than that. If you have a copy of H1, look at "The Circus of Doctor Trundles" for an alternative way to introduce a group of new characters to each other.

To get characters from the southern provinces of Damara to Bloodstone Pass, they must go into the Galena Mountains. Module H1 has a route map and some encounters, but an easier way is to use REF3, *The Book of Lairs*, and run some of the short adventures therein—they are much more exciting than a list of empty random encounters. No map is necessary.

When the characters get into the valley, use the gatefold map on the cover of this module to trace their final route into the village. The encounters on the inside cover can be used as desired;

In the village of Bloodstone, the PCs can get an audience with the baron (or talk to Stephan the Innkeeper if they prefer), find out the recent history of the pass, and go directly into Chapter 1.

Set-Up #2: Bloodstone Redux

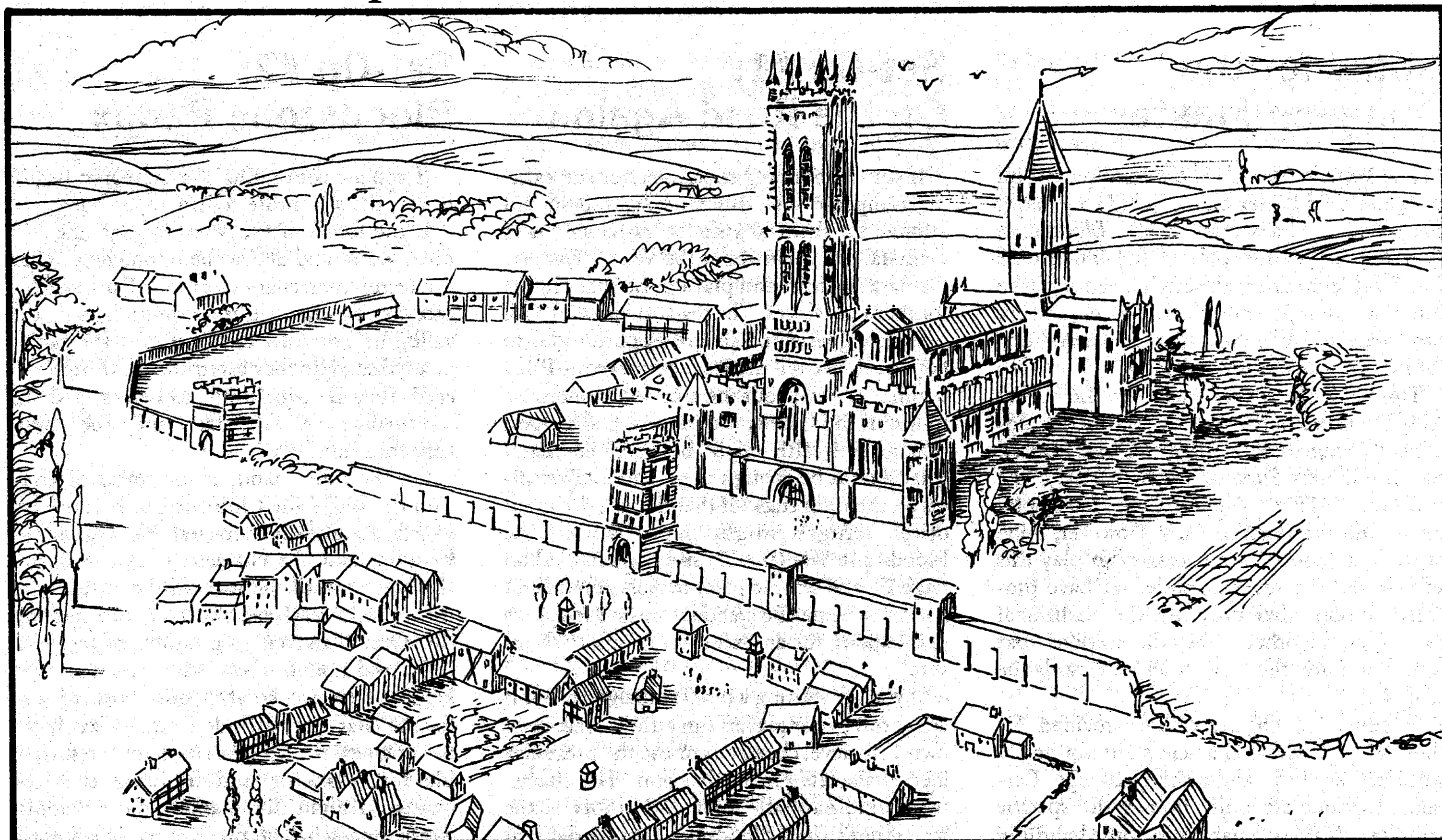
If you are continuing the campaign begun in H1, the adventure continues as follows:

If the forces of evil won the war, the PCs must return and defeat them somehow. They can recruit mercenaries from the Duchy of Arcata, try to organize the nonhumans in the valley, use guerrilla tactics against the camp, or anything else they can think of. If they succeed, they are proclaimed as heroes, and the war finally ends. If they fail utterly, the adventure ends here.

On the other hand, if the forces of good won the war, Lady Christine can become engaged to one of the characters. Hold off on the wedding and the character's assumption of the barony until the successful conclusion of this adventure. Have Baron Tranth appoint the other characters to positions of responsibility and honor. Those who have not been knighted receive knighthoods. Possible jobs for the characters include Court Wizard, abbot of a new church (the character is responsible for financing and building the new church), Knight Commander of the Baronial Army, Seneschal of the Barony (good for a player who enjoys paperwork and administration), Master of the Hunt (to get food for the village, a good choice for a ranger), Bard Laureate, or even Ambassador Plenipotentiary and Extraordinary—do not let anyone feel left out.

The war ends in late fall, just before the first snows set in. Spend part of a playing session exploring daily life in Bloodstone. This can be a pleasant change of pace for your campaign. Introduce some of the minor characters who did not get a chance to become known during the war; let the characters find places to live and create a role in the community for themselves. Have the characters visit the nonhuman communities to build better relations. Let a month or two of game time pass, but watch the amount of real time you spend. Some players enjoy role-playing everyday life; others get bored quickly. When you feel that ennui is setting in, move quickly into Chapter 1, "A Hard Winter."

Chapter I: A HARD WINTER



Everything Is Up To Date in Bloodstone Pass

The Bloodstone War has ended. The honored dead have been buried in the newly-consecrated graveyard; fresh markers dot the lonely hillside. The blood of the bandits and slavers will enrich the soil of the peasants' farms during the long winter and bring new life in the spring. Thus is the cycle of death and life ever repeated.

And after the fierce jubilation of victory is quieted, the people turn to rebuilding what they have lost.

During the war, outlying farmhouses were destroyed, and many of the buildings in the town were burned during a daring midnight raid by the Warhooes cavalry. Newly-built fortifications surround the town, including walls built with *wall of stone* spells, trenches dug both by hand and with *dig* spells. Houses that were burned down are being rebuilt. Activity is everywhere. (If you have played module H1, note the changes that actually took place in your campaign on the map of Bloodstone Village on the inside cover.)

It is well into the fall season. The harvest is being brought in late because of the needs of the war. Leaves have turned and are rapidly dropping off the trees. Daytime temperature reaches the mid-60s; at night it drops near the freezing point.

As the adventure opens, your characters are experiencing everyday life in Bloodstone Village. It is worth spending a few hours of a play session just getting to know the town. You have the opportunity to introduce many of the minor characters in our story and help create the illusion of reality for this community.

Module H1 contains a number of local characters and ideas for sub-plots that can help create depth for your campaign. If you played that adventure, continue those plots. If not, and if you have a copy of H1, most of them can be easily adapted to this adventure. Do not stop with our ideas, though. Use the Random Villager Generator in the appendix as well as the lists of NPCs provided there to create characters with whom the PCs. can interact. Here are a few everyday incidents to show you what we mean.

1. Lady Christine, daughter of the baron (who is, or will be, in love with a PC fighter of high Charisma), throws herself actively into the rebuilding of Bloodstone. She is a lovely young woman (a druidess by training) and a

bit of a tomboy. She is climbing a tall ladder to nail shutters on a second-story window. Two young boys (about eight years old) are chasing a dog, which runs under the ladder. They bump into the ladder, toppling Lady Christine. A PC is nearby (possibly the fighter for whom she has a growing affection). Have the player roll a Dexterity Check (roll 1d20; a roll equal to or less than the character's Dexterity succeeds). If the check is successful, he catches Lady Christine in his arms; saving her. If not, the PC is just a little too far away to make the catch. Lady Christine suffers 2d6 points of damage and is knocked unconscious. The PC can carry her to the healer, or heal her himself if he has the power. A character who kills the two young boys and sticks their heads on pikes in the public square is not getting into the spirit of things.

2. The characters have, business that takes them outside of town, where many of the villagers have small farms. One farm is managed by an old woman named Hortense. As the characters approach, they hear her shouting and cursing. Six of her prize pigs have escaped their pen, and are rooting around in her vegetable patch. Gallant characters will immediately try to help. Have you ever tried to catch a muddy pig? These pigs weigh over 3,000 gp each and can run at a speed of 18". If they

bowl into a character (this happens whenever convenient), have the player make a Strength Check (see Dexterity Check above). A failure sends the character sprawling into the mud. To catch a pig requires a successful Dexterity Check followed by a Strength Check. If the Dexterity Check is missed by more than 3, the character falls into the mud. Once the characters get the pigs back into the pen, Hortense berates them loudly for messing up her vegetable garden. There is no pleasing Hortense. Whenever she runs into any of the characters, she makes loud disparaging remarks. "Brave heroes, my foot! Can't even catch pigs without ruinin' a body's garden!"

3. Young Rogar is the village idiot. He has scraggly red hair that looks as if a butcher cut it. He drools incessantly, and never bathes. Rogar believes that he, and he alone, defeated the bandit army and saved the village. He talks to himself about it all the time. "Yup, I stomped that ol' stone giant, yes I did. Near ruin'd him with my sword, yup, just cut him up somethin' awful, yup, yup, yup." He is quite harmless, but very obnoxious. Have him pester the heroes whenever possible.

4. Aldric, Abbot of St. Sollars, and the primary village cleric, was first introduced in H1. A middle-aged man with a tonsure, Aldric has always been more lawful than good. He preached submission to fate and counseled against recruiting the heroes who liberated Bloodstone Pass. When the heroes succeeded, he did change his tune (it must have been God's will all along). A deeply conservative and religious man, he is opposed to change. His services preach the virtues of order and submission. Shortly after the war ended, he was taken sick, and even after his recovery, he seldom leaves his abbey. *Do not draw the PCs' attention to this!* If the PCs go to the abbey, or try to deal with Aldric for any reason, he will never, under any circumstances, go outside during the daytime. (The sun, he says, hurts his eyes.) He has been looking a little pale lately. Aldric has been turned into a vampire (see following). If the PCs discover this prematurely because of their cleverness, thoroughness, or luck, that is to their credit. If they do not, let them find out the hard way later.

An Early Freeze

Torrential rains sweep through the pass for a full week in early September, turning the streets and fields to mud. On the heels of the rain comes a sudden, unseasonable freeze. At the Inn of the Clowns, sullen farmers drink

and curse, helplessly watching as the unharvested wheat and hay rots in the field. "Me-thinks that slow starvation is worse than a merciful quick death on the battlefield," says Adair (a farmer) to any who will listen. "'Tis a disappointing crop anyhow, ill tended and unlucky. Will be a miracle if we can survive a winter here." Other farmers mutter in agreement.

"Aye, and this devil's weather will starve the deer, and there'll be no meat, either," says the huntsman Arthur. "And you know what that means."

Harald, the village butcher, looks up from his ale with bloodshot eyes. "It's the Wolf Winter, come again. They'll be hungry with no deer to feed on. Heaven help any of us caught out at night."

Stephan the Innkeeper takes a break from polishing the bar with a rag. "Not only in the nighttime, m'boy, not only in the nighttime. When the wolves are hungry, they get afeared o' nothing. Many's the time I've seen them prowling in broad daylight. Nothin' I've ever seen is more dangerous than a pack o' hungry wolves, aye, nothin'. They'll snatch a fat babe from its mother's arms, they will, and in the middle o' town. Nasty critters, wolves, aye, nasty. 'Tis a bleak winter we've got to look forward to, aye, a bitter long winter."

Bitterly, Harald picks up his mug of ale and dashes it into the fireplace. "Damn all wolves and all heroes, too! They bask in glory and stay well fed while we starve fearfully in the dark."

The PCs should witness and can participate in this discussion. The situation is truly as desperate as depicted. The slight harvest will not provide enough food to take the village through the winter. The huntsmen are usually able to supplement the village diet with venison, some bear meat, and other wild game. But when a severe winter strikes, much of the wildlife perishes, and the fearsome wolves move into the valley to find prey. In the infamous Wolf Winter of 1137, over 70 villagers fell prey to wolves.

This will be an unusually severe winter. If you have a copy of the *Wilderness Survival Guide*, use it to determine the effects of weather and the success of foraging.

If the PCs do not think of it themselves, Stephan suggests that they meet with the baron to discuss the situation and possible solutions.

In the meeting with the baron, the PCs can suggest possible solutions. The use of *control weather* to alleviate the winter cold and *create food* spells to supplement food stocks would be a good start. The harvest and existing food

stores will feed the village for only about three months; with strict rationing, about five months. The food created by a *create food* spell will spoil in about three days. The players should do their own calculations for spell effects. In addition, the PCs can join the hunt—a pack of wolves would not be as dangerous to them as to the regular hunters. (Still, you never know. . . .)

If that is not bad enough, Baron Tranth reminds them of the nonhuman communities in the pass. They too face starvation during the long winter, as well as depredation from the wolves. The centaurs, halflings, and dwarves are also citizens, and they were of great help in the final battle of Bloodstone. The baron suggests that the PCs investigate the situation.

But later that night, before the PCs depart on their mission. . . .

Horror in the Night

The moon rises, baneful and cold, above the sleeping village. Chimney smoke can be smelled in the chill night air. Then a scream of terror rends the night and is choked off as suddenly as it began.

All PCs are awakened by the scream, along with half the village. They may dress quickly, collect weapons and equipment near at hand, and head off to find the source of the scream.

Remind spell casters who immediately ready their most potent offensive or defensive spells that they have just spent several weeks in a peaceful village. Unless they have specifically told you in advance that they are always keeping certain spells in readiness, they should not be allowed to have their full quota of spells. Feel free to remove several of the higher level spells on their list.

When the PCs head out into the street, they encounter half-dressed and half-asleep villagers, swords and torches in hand. "The scream came from that-a-way," shouts one of the villagers, pointing toward the Abbey of St. Sollars.

Indeed, as the mob approaches the abbey, they see light streaming from the open door of one of the huts nearby. Standing in the doorway is a snarling worg (AC 6; MV 18"; HD 4+4; hp 36; #AT 1; Dmg 2d4; AL NE; Size L; XP 270), a human arm clutched in its mouth and flecks of blood dripping onto the ground.

Set up the situation on the tabletop and roll for initiative. Place four peasants (treat as 1st-level fighters; AC 10; MV 12"; HD 1; hp 6;

#AT 1 short sword; Dmg 2d3; AL LG; Size M; XP 10) nearest the hut's door, and another 10 peasants nearby. The players place their own figures at least 6" from the hut. The worg lunges at one of the nearest peasants, and hits for full damage, ripping the peasant's throat out and killing him instantly. (If the PCs get initiative and launch a ranged attack that causes at least 36 points of damage, the worg's lunge is stopped in mid-air; otherwise, the worg's attack succeeds. The PCs cannot move and attack before the worg's lunge even if they win initiative.)

On the second round of combat, three more worgs (AC 6; MV 18" ; HD 4+4; hp 36 each; #AT 1; Dmg 2d4; AL NE; Size L; XP 270 each) emerge from the hut, blood dripping from their jowls, and charge the nearest humans. Roll 1d10 for each villager; on a roll of 4 or less, his morale breaks and he flees.

On the third round of combat, a pack of 10 growling worgs (AC 6; MV 18"; HD 4+4; hp

36; #AT 1; Dmg 2d4; AL NE; Size L; XP 270) emerge from the courtyard behind the abbey to join the attack. Check morale again for the villagers; they each flee the scene on a roll of 7 or less.

Some of the worgs are infected with lycanthropy—those who happen to bite any of the PCs. Because these are wereworgs, rather than werewolves, their ability to infect is slightly different. Any PC bitten by a worg is automatically infected with lycanthropy. Unless the PCs think to treat bite wounds with belladonna or to cast *cure disease* on any worg wounds, the infected character transforms into a wereworg during the next full moon, which occurs in 1d8+6 days. The transformation is always involuntary, and happens every 28 days after the first occurrence. Characters who become wereworgs turn evil upon the transformation, and attack their companions, villagers, friends, or any handy targets. After three days have passed from the time of the

bite, neither *cure disease* nor *remove curse* will have any effect. A *wish* may or may not cure the disease, as you desire. Lycanthropy can be a terrible curse, and it is nearly impossible to cure. Perhaps divine intervention (after the victim has completed a long and dangerous quest) might do the trick . . . or, again, it might not.

When the worgs are defeated, the PCs can enter the hut. There they find the following.

You approach the door of the hut cautiously, ready for anything. You look inside and see horror. Blood is spattered everywhere, and the mangled, half-eaten remains of a man, a woman, and a child are in the center of the room. Sickened, you turn away.

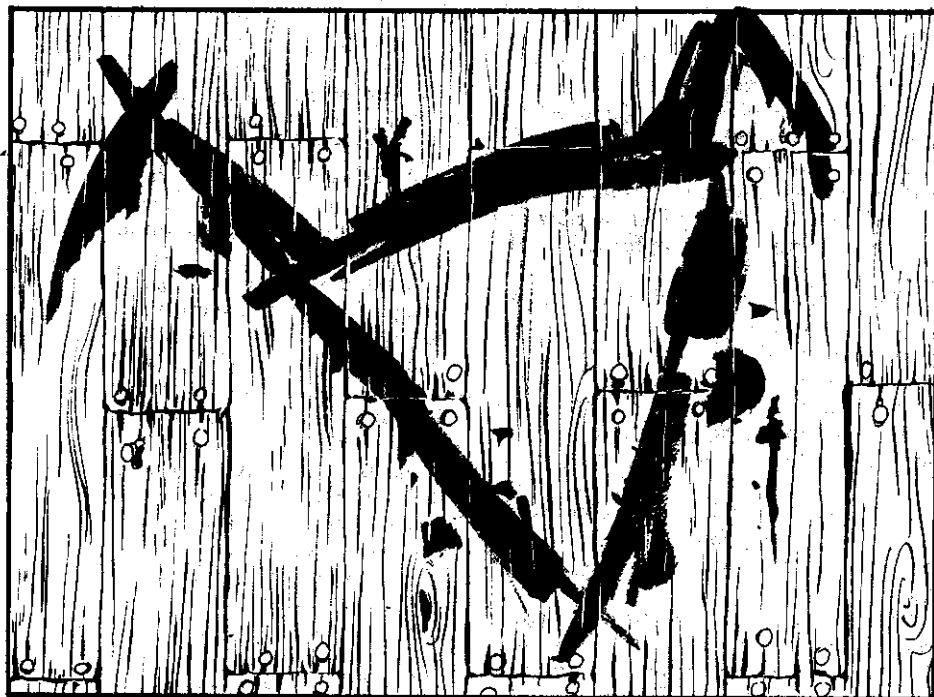
Have each character who enters the hut to make a Constitution Check (on 1d20). A character who fails becomes ill and must leave.

The scene looks like a simple worg attack, but on closer inspection, a few things seem to be out of place. For one thing, there is blood spattered all over the walls, higher up than a worg could reach. One blood-spattered area in particular seems oddly patterned. It looks like the head of a homed goat, as shown in the illustration on this page. (This is a representation of Orcus, Prince of the Undead.) Also, there seems to be an unusual number of rats in the room) lapping up blood and gnawing on the corpses. The most important clue, though, can only be seen if the PCs make a close inspection of the victims. There are two closely-spaced holes on the neck of each victim (vampires!)

If the characters do not inspect the scene, and take for granted that this was nothing more than an attack by hungry worgs, do not disabuse them of the notion. They can take precautionary measures against another worg attack, including posting guards, setting traps, placing wards, etc. That should keep the villagers safe, right?

Wrong. The following night, in spite of any precautions taken there is a repeat of the worg attack, with the same results. All the attacks happen in the vicinity of the Abbey of St. Sollars. And, until the PCs solve this puzzle, every night brings another atrocity.

If the PCs decide to leave the village to go on a worg hunt, see the next chapter. No matter how many worgs they kill, the sequence of atrocities does not stop. (Whenever a PC gets bitten by a worg, however, there is still the likelihood of lycanthropic infection.)



Once Bitten, Twice Shy

What is really going on is that minions of Orcus are arising from his dreaded temple deep in the earth below the bloodstone mines and are taking their revenge for the death of Banak, High Priest of Orcus, who was killed during the Bloodstone War (see H1 for details). Orcus has special reasons for being interested in Bloodstone Pass (more of which will be revealed in module H3, *The Bloodstone Wars*). These minions have managed to infect the worg population of the Galena Mountains with lycanthropy, and have also managed to infect Aldric, Abbot of St. Solars, with the disease of vampirism. This has taken place only recently.

Aldric the Vampire: AC 1; MV 12" / 18" ; HD 8+3; hp 60; #AT 1; Dmg 1d6+4; SA energy drain two levels; SD +1 or better weapon to hit; AL CE; Size M; XP 4520. Review the *Monster Manual* for the numerous special abilities, tactics, and methods of destruction of vampires.

Aldric, consumed with the blood hunger of his disease, and also under the demonic influence of Orcus's minions, has used his new powers to summon rats and wolves. With them he has carried out the attacks. The worgs enter the town through a secret passage underneath the abbey that leads to the graveyard hill out of town, so normal defensive precautions do not work.

There are various ways the PCs can discover what's going on, once they suspect the presence of a vampire. First, they can ask questions of the baron and the villagers to find out if anyone has been behaving strangely lately. Aldric's name will come up immediately (see *Everything's Up To Date in Bloodstone City* above). Aldric refuses to see anyone except at night, a dead (so to speak) giveaway. Second, the fact that all the attacks seem to happen in the vicinity of the abbey may suggest to the PCs that they watch the abbey one night. Sure enough, the worgs, some rats, and Aldric come creeping out into the night to do their dirty work. Go right into a melee.

Magic-users and clerics may recognize the goat's head symbol as representing Orcus. If they think of it without prompting, good for them! Otherwise, they can use *legend lore*, commune or similar spells, or make an Intelligence Check (roll 1d20 against Intelligence), and you can tell them. Or they might think to ask Aldric, if they do not suspect him yet, and thus become aware of Aldric's strange behavior.

If they need hints, make them use up magical spells to get them. Clerics should be prepared to sacrifice wealth or magical items to receive divine (DM) guidance.

The characters can confront Aldric, set a trap for him, or burgle the abbey to confirm their suspicions. Aldric's private chamber contains a coffin, and there are symbols of Orcus painted in blood on each wall. A search for secret doors reveals a trap door behind the altar. This leads to a narrow underground passage that exits into the graveyard hill. The other end of the passageway is a tombstone inscribed, "To A Noble, Departed Spirit." In the altar itself is a secret compartment containing a *rod of resurrection* with 13 charges, a ring of *shooting stars*, and a bag of 50 gems, each cut in the shape of a five-pointed star, worth about 100 gp each.

If confronted, Aldric's primary goal is to escape. He will immediately assume *gaseous form* to slip away from attackers, then *shape change* into a large bat and head for the mines. If Aldric has a risk-free chance to attack a PC and drain life levels, he takes it and then flees. (If Aldric thinks he will shortly be discovered, he might try to drain a few life levels first.)

If necessary, Aldric summons worgs and rats through the secret passage. These arrive in 2d6 melee rounds. He uses their arrival to distract opponents and give himself a better chance to flee.

If Aldric escapes, use him as a random encounter when the party enters the mines. He always strikes from behind and always flees after an attack. Make him as hard as possible to capture or kill.

If the PCs kill Aldric, he crumbles into dust. *Speak with dead* does not avail them if they wish to communicate. If Aldric is captured, the PCs can interrogate him.

Aldric's Story: "The horror, oh, the horror of it! It was a nightmare . . . the evil cloud descended . . . I screamed! A goat's head! A goat's head! The evil grinning skull! Then there was the blood . . . red blood, red like wine, the blood of life. The blood of my life, the blood I needed . . . the blood, oh God! The blood I drank! Then came the dreams. Over and over, the dreams came! What have I done?"

Aldric babbles on in that vein. In sum, the vampirism came upon him in the night, overwhelmed him, and he has gone mad. The references to the goat's head and the skull-wand both serve as clues to Orcus's involvement.

The best solution would be for the PCs to somehow cure Aldric of his disease and restore his sanity. This is a long and difficult process. Is vampirism curable? Only you can decide. It should require at least a wish spell, maybe much more. If they do not or cannot cure him, they must either kill him or imprison him securely; if they do not, he will surely escape.

Council of War

The baron summons the PCs and leading citizens of Bloodstone to a council.

"It seems that the danger to our people did not end with the defeat of the bandit army," he says. "Not only do we face starvation and the onslaught of the wolves, but now we face the terror of the undead. Will this nightmare never end?"

Encourage the players to review the events and clues that have been revealed up to this point. Do not feed them any information they have not earned, but let them figure out just what they are up against, and explore possible strategies.

Most parties will want to head directly for the mines, which are obviously infested with evil. Indeed, that is where they should go. But the baron suggests that they still might want to visit the other communities in the valley, in case there are parts to this mystery still to be uncovered.

Citizens of Bloodstone

Baron Tranth of Bloodstone

AC 1 (plate and *shield* +1 ; MV 9" ; Ftr 7; hp 30; #AT 3/2; Dmg 1-8+1 (*longsword* +1) or 1d4 + 1 (heavy crossbow); AL LG; St 15, Int 13, Wi 14, Dex 12, Con 14, Ch 15; CR 13"; THAC0 14

Age 61, grey hair, tall, heavy-set, brusque and formal, radiates power and competence, totally committed to the welfare of his people.

Garlen and Garvin

(All stats identical) AC 8 (leather); MV 12"; Ftr 2; hp 11; #AT 1; Dmg 1d6 (short sword or short bow); AL LG; St 14, Int 11, Wi 10, Dex 13, Con 13, Ch 12; CR 10"; THAC0 20

Identical cousins, brown hair and eyes, age 19. Young, brave, inexperienced, overly enthusiastic, tendency toward unquestioning hero worship. They interrupt each other constantly when talking.

Quillan the Sage

Spells (as 4th-level druid): 41st, 2 2d, 2 3d. Areas of Knowledge: Legends and Folklore, History, and Flora of the Region

Age 70, long white hair and beard. Trained Lady Christine in druidism. Hired to be a historian, his true love is the flora of the area. Whenever he is asked a question, he tries to work something in about the local plants. Appears to be doddering and a bit senile, but is very intelligent and smarter than he looks.

Lady Christine of Bloodstone

AC 10/8 (leather); MV 12"; Dr 5; hp 18; #AT 1; Dmg 1d4 (dagger or sling); AL N(G); ST 10, Int 12, Wi 13, Dex 14, Con 11, Ch 17; THAC0 18; Spells: 5 1st, 3 2d, 2 3d

Blonde, blue-eyed, age 19, daughter and heir to the barony. Loves the outdoors. Her mother died when she was in infancy. Assists her father in ruling the barony. Strong-willed, proud, and occasionally haughty. Strangers must prove themselves to her.

Stephan the Innkeeper

AC 8 (leather); MV 12" ; Th 3 (retired)/Ftr 5; hp 19; #AT 1; Dmg 1d6 (short sword or club); + 1 St adj.; AL NG; ST 17, Int 12, Wi 12, Dex 15, Con 14, Ch 12; THAC0 15; PP 40%, OL 33%, F/RT 30%, MS 27%, HS 20%, HN 15%, CW 87%

Won the Inn of the Clowns in a gambling match 20 years ago; gave up career as merce-

nary and thief. A gruff, hearty man, given to storytelling, respects anyone who can drink him under the table. Semi-retired, cares about his adopted village, will die in its defense if need be.

Racquel and Carlotta

Beautiful and flirtatious barmaids at the Inn of the Clowns, they are highly resistant to customer advances. They have one weakness: musicians. A bard will have no trouble winning the affections of one or both of them.

Winifred the Cook

The fat, friendly cook at the Inn of the Clowns. When she sticks to simple, hearty dishes, is quite good. Has a mean way with a frying pan if things get out of hand.

Jamison the Fletcher

Makes bows and arrows of good quality. Also raises hunting falcons in a shed in the back of his house. Secretly a 6th-level assassin who uses druidically-trained falcons to convey secret messages to the evil forces in the bloodstone mines. If uncovered in H1, does not exist here; if not yet caught, heroes cannot keep plans secret from the enemy.

Haldan

Greedy, sneaky, ferret-faced little guy with goatee; pathological liar, will sell out anyone for three gp, drinks too much. Obviously slimy, but can be played for laughs. (He also may have perished in H1.)

Olaf the Blacksmith

3d-level fighter with 18(23) strength, arms like iron bands. Mostly works on horseshoes and plows, but can make swords, repair armor, etc.

Geoff and Katrine

They run the town general store.

Benjamin and Anna

They run an excellent bakery and have six children.

Gabrielle

Oldest daughter of Benjamin and Anna, has Int 16 and Ch 17. Burning desire to become a magic-user, also has a fondness for older men. Would gladly apprentice herself to a master of the mystic arts and would learn quickly. Shy, romantic, and chaste, she would make a lucky sorcerer a wonderful wife and henchperson.

Harald the Butcher

A temperamental man who drinks a lot. Whenever encountered, make an unmodified reaction roll. Depending on the day, can range from actively belligerent to enthusiastically friendly.

Baird the Tanner

An immensely fat, bearded man with an incredible tolerance for drink. Normally found at the Inn of the Clowns, where he flirts outrageously with Racquel and Carlotta (who respond in kind), but is a happily and faithful married man.

Curtis the Carpenter

A perfectionist who does beautiful, detailed work. Highly talented, but cannot be hurried. Often runs late on assignments.

Felix the Tailor

Nearly blind from many hours working at his craft. A widower, very old and frail.

Aldric, Abbot of St. Sollars

Once a good man, if a trifle cold, but is now a vampire and quite insane. If rescued and cured, would return to his work with renewed devotion. His church, the Abbey of St. Sollars the Twice-Martyred, uses the signs of the yellow rose and the lone star.

Four Young Boys

(Assign names and personalities at random.) First introduced in H1, they hero-worship the strongest fighter among the PCs, follow him around, ask incessant questions, offer to carry his weapons and run his errands, and generally get underfoot.

The Lake Midai Monster

There's a dragon turtle in the lake that attacks any boat on the surface. Determine treasure randomly using the treasure type guide from the *Monster Manual*.

Random Villager Generation System

There are approximately 1,000 residents of the village of Bloodstone (including farmers and huntsmen who live out of town). Rather than describe each one separately, the following system allows you to create NPCs in a matter of seconds.

- Step 1: Determine the villager's sex (either from context, or flip a coin if it does not matter).
- Step 2: Roll 1d20 to determine the villager's name from Table 1.
- Step 3: Roll 1d8 to determine the villager's description and basic stats from Table 2.
- Step 4: Roll 1d10 and check Table 3 to determine the villager's age.
- Step 5: Roll 1d12 to determine the villager's basic personality from Table 4.
- Step 6: Determine villager's profession, if necessary, either by context of encounter, or by rolling 1d100 and checking Table 5.
- Optional Procedure:** If the PCs seek out someone with specific skills ("We really need a lapidary."), use the " %" column on Table 5 to determine the percentage chance that someone with those skills is in the village. If 100%, then use the " # " column to determine how many people in the village have the skill. (The total numbers in the " # " column exceed the population of the village because many people have more than one skill.) If the skill is not listed on Table 5, assign a probability based on your judgment of the likelihood of the skill's availability. If you cannot make up your mind, assume a 50% chance.
- The PCs must then seek out a person with those skills; use Steps 1-5, above, to determine name, description, and personality.
- If you get a result you do not like, or one that does not make sense, roll again or assign values you feel are appropriate.
- When you create a character using this system, quickly jot down the relevant data in case the PCs encounter that character again.

Table 1: Names

Roll	Male Name	Female Name
1	Colin	Chandelle
2	Olaf	Winnefred
3	Arthur	Licia
4	Baird	Roberta
5	Fletcher	Deborah
6	Flint	Racquel
7	Ward	Carlotta
8	J a i m e	Emma
9	Zeb	Helen
10	Geoff	Elisa
11	Stephan	Mary
12	Harold	Mialle
13	Bruce	Laura
14	Quinn	Katherine
15	Orrin	Mathilda
16	Evan	Elizabeth
17	Adair	Ruth
18	Owen	Gwynn
19	Liam	Lucinda
20	Finnegan	Anna

Table 3: Age

1. Roll 1d10. If roll is 5 or less, add 20 to result. If greater than 5, use result.
2. If male, add 16; if female, add 13
3. If a child, subtract d10 + 10; if elderly, add d10 + 20
4. If profession is unskilled, subtract 3
5. If profession is somewhat skilled, add 2
6. If profession is skilled, add 5
7. If profession is highly skilled (includes sages, magic-users, clerics), add 10

Table 2: Descriptions

Roll	Description
1	MALE: 5'6", 135 lbs., black hair, beard, brown eyes. St 13, Int 10, Wi 12, Dex 9, Con 11, Ch 11 FEMALE: 5'3", 115 lbs., black hair, brown eyes. St 12, Int 11, Wi 12, Dex 10, Con 9, Ch 12
2	MALE: 5'7", 145 lbs., thinning brown hair, brown eyes. St 14, Int 9, Wi 9, Dex 12, Con 12, Ch 9 FEMALE: 5'5") 125 lbs., brown hair, brown eyes. St 11, Int 10, Wi 10, Dex 14, Con 9, Ch 14
3	MALE: 5'8", 145 lbs., brown hair, brown eyes, moustache. St 15, Int 8, Wi 10, Dex 12, Con 14, Ch 10 FEMALE: 5'5") 150 lbs., plump, brown hair, brown eyes. St 13, Int 12, Wi 12, Dex 10, Con 11, Ch 12
4	MALE: 5'9") 155 lbs., black hair, eye patch over one eye. St 14, Int 12, Wi 9, Dex 13, Con 13, Ch 14 FEMALE: 5'4") 127 lbs., brown hair, brown eyes. St 12, Int 11, Wi 11, Dex 14, Con 10, Ch 14
5	MALE: 5'10") 160 lbs., blond hair, beard, blue eyes. St 14, Int 11, Wi 13, Dex 14, Con 15, Ch 16 FEMALE: 5'1") 105 lbs., blonde hair, blue eyes. St 12, Int 9, Wi 14, Dex 14, Con 9, Ch 16
6	MALE: 5'11") 170 lbs., graying brown hair, brown eyes. St 16, Int 12, Wi 10, Dex 12, Con 14, Ch 10 FEMALE: 5'3", 170 lbs., fat, brown hair, brown eyes. St 13, Int 15, W 14, Dex 8, Con 10, Ch 11
7	MALE: 6'0", 190 lbs., light brown hair, gray eyes. St 16, Int 12, Wi 12, Dex 13, Con 13, Ch 11 FEMALE: 5'1", 90 lbs., light brown hair, gray eyes. St 9, Int 13, Wi 14, Dex 13, Con 9, Ch 14
8	MALE: 5'6", 200 lbs., fat, bald, beard, blue eyes. St 16, Int 14, Wi 10, Dex 9, Con 13, Ch 13 FEMALE: 5'6", 145 lbs., wart on nose, brown hair, brown eyes. St 11, Int 11, Wi 9, Dex 14, Con 12, Ch 8

Table 4: Personalities

- 1 Neutral good, peasant stock, clean but ragged clothes, friendly, tells dumb jokes, always willing to help but not very competent.
- 2 Lawful good, lower middle class, non-descript clothes, helpful and friendly, but wants to be paid for any unusual services.
- 3 Lawful good, lower middle class, non-descript clothes, suspicious of strangers, a bit moody, loses temper if things do not go well.
- 4 Neutral good, peasant stock, servile and cringing, always agrees to do whatever asked, but is lazy and careless.
- 5 Chaotic good, above-average wealth, a bit of a dandy, a practical joker, a liar, mischievous, and cowardly.
- 6 Chaotic good, altruistic, well-dressed but poor, cheerful, irreverent, a bit of a spendthrift.
- 7 Lawful neutral, nondescript peasant stock, moody and temperamental, miserly.
- 8 Lawful neutral, imposing in appearance, very opinionated, egotistical, scrupulously honest, but greedy.
- 9 Lawful good, outgoing, friendly, middle-class, curious and inquisitive, fearless, energetic.
- 10 Neutral good, middle-class, studious, absent-minded, solitary, dreamy, not interested in anything but his pet subject.
- 11 Neutral, middle-class, selfish, amoral, foul-mouthed, rude, abrasive, but very competent at profession.
- 12 Neutral, insane (manic-depressive), very moody, changes from friendly and outgoing to temperamental and rude.

Table 5: Skills/Professions

Encounter	Skill/Profession	%	#	Class/Level
1-3	Archer/Bowman	100	1d4 x 100	Ftr 1/4
4-6	Armorer	100	1d6	Ftr 3-5
7-10	Blacksmith	100	1d10	Ftr 3/5
11-12	Bowyer	100	1d6	Ftr 3/Rng 5
13-14	Cleric	100	1d6	Cl 1/5
15-17	Clerk	100	1d20	Ftr 0/3
18	Druid	100	1d6	Dr 1/4
19-24	Drunk	100	1d20	Ftr 0/5
25-35	Farmer	100	1d8 x 100	Ftr 0/4
36-40	Fighter	100	1d6 x 100	Ftr 1/5
41	Fisherman	50	1d4	Ftr 0/4
42	Gambler	20	1d3	Ftr 3-5
43-45	Gentleman	100	1d3x10	Ftr 3/5
46-56	Goodwife	100	1d6 x 100	Ftr 0/3
57-60	Harlot	80	1d3 x 10	Th 1/3
61-64	Hunter	100	1d6 x 100	Ftr 3/Rng 5
65	Illusionist	20	1d3	Il 1/3
66	Jeweler/Lapidary	80	1d3	Ftr 2/Th 4
67-68	Leather Worker/Tanner	100	1d10	Ftr 3/5
69	Magic-User	20	1d3	MU 1/3
70-75	Mason/Carpenter	100	20d6	Ftr 3/5
76	Miner	40	10d4	Ftr 3/5
77-78	Ranger	80	20d4	Rng 1/5
79-84	Swordsman	100	1d6 x 100	Ftr 1/5
85-86	Tailor/Weaver	100	10d4	Ftr 0/4
87-90	Thief	100	5d6	Th 1/5
91-100	Tradesman	100	1d6 x 50	Ftr 0/5

Chapter II: THE BIG VALLEY



Blizzard!

The night before the characters are ready to leave Bloodstone, a huge blizzard settles in the valley. In less than 24 hours, over two feet of snow falls in a storm so thick that it is virtually impossible to see more than a few feet. Terrible winds blow the snow into deep drifts up to eight feet deep.

If you have a copy of the *Wilderness Survival Guide*, use it to determine all weather effects. If not, vastly increase chances of getting lost if the PCs choose to brave the blizzard; penalize movement rates, Dexterity bonuses, and combat adjustments for characters trying to travel or fight in the deep snow.

The blizzard is a natural storm that was greatly heightened by *weather control* magic from the minions of Orcus. If the PCs use *control weather* spells against the storm, it eases substantially, but does not dissipate.

The weight of the snow can cause small buildings to collapse, children can be caught out of doors and lost, foraging animals can enter the village, etc., at your option.

The baron, Lady Christine, and the staff of the Inn of the Clowns are present to see the characters off on their quest.

Valley Encounters

The following optional encounters can happen at times and places of your choosing.

1. Aldric the Vampire: If Aldric escaped, he is following the characters on their trek, either in *gaseous form* or as a bat. During the day, he retreats to the mines, where he has a spare coffin. At night, he lurks just out of view (and out of the range of a paladin's *detect evil* ability) until he finds an opportunity to float into camp, change into human form, and sink his teeth into a party member for 1d6 + 1 hit points and two life levels. If there are NPCs with five or fewer levels present, Aldric tries to turn them into vampires under his control. A victim attacked in his sleep has no memory of the attack, but feels inexplicably tired and drained the next morning. Do not reveal that a PC's life levels have dropped until the PC participates in combat or otherwise uses the abilities of the higher level. This encounter can be repeated as long as Aldric is alive.

2. Avalanche: Use this encounter when the characters are at the edge of the valley, near a cliff or mountain slope. Tell the PCs that they hear rumbling and crackling noises whenever they talk or make noise. If a PC or NPC accompanying the party has proficiencies in

mountaineering or cold climates, he recognizes the sound of an impending avalanche; do not volunteer that fact otherwise. After the first noise, roll 1d6 each time any member of the party makes a sound above a whisper, and tell them they hear increased rumbling from the mountain. On a roll of 1, the avalanche starts. A huge section of the snow-covered mountain breaks loose and begins sliding inexorably toward our heroes. Remember that they cannot run in deep snow and should be moving at a fraction of their normal rate.

The characters have several options: hunker down and let the snow hit (1d6 points of damage, one turn to dig out), run away (25 % possibility of escape, 2d6 points of damage if they run and do not escape, in addition to a 25 % chance of breaking an arm or leg so that it cannot be used. It takes six weeks of rest or a *heal* spell to cure the limb), or try magic. You must rule on the consequences of any magic use.

3. Remorhaz (Polar Worms): This encounter can be used in conjunction with the avalanche or run separately. A remorhaz, its mate, and two eggs are located in small cavern on the route of travel, around a corner or otherwise out of sight of the party, surprising on a roll of 4-6. (If you run the avalanche, it reveals the cavern entrance, and the remorhaz get automatic surprise on the party struggling

to pull itself out of the snow.) The worms are aggressive predators; they attack immediately and without warning.

Remorhaz (2): AC 0/2/4, MV 12", HD 14, 12; hp 100, 80; #AT 1; Dmg 6d6; SA swallow prey whole for instant death on a roll of 20 (modified or natural), glowing back heat causes 10d10 points of damage if touched; SD glowing back heat melts nonmagical weapons on contact; MR 75 % ; AL N; Size L (42', 36'); XP 3,300, 2,980

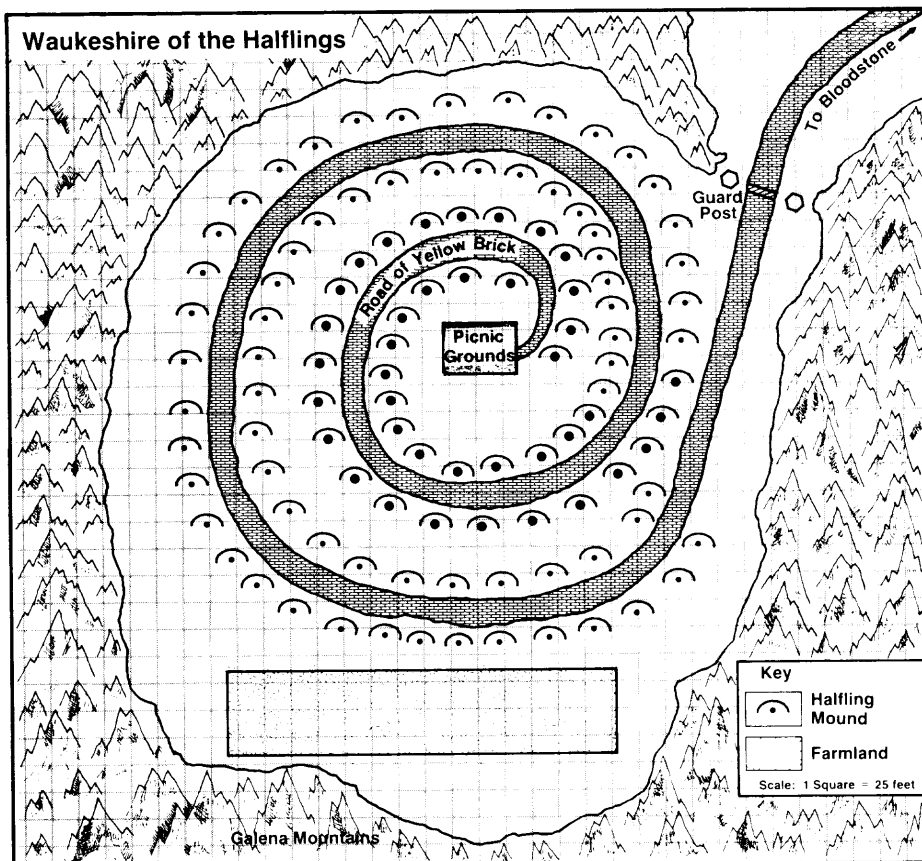
The lair contains the two eggs, worth 5,000 gp each (only if taken to a major city and sold there), and a dung heap in the corner containing the digested remains of unwary travelers. All nonmagical items have been consumed by the heat. There are several misshapen lumps of metal (melted coins) that are worth approximately 8,500 gp, and a small, acid-charred ivory box containing an assortment of *figurines of wondrous power*: two ebony flies, a marble elephant (wooly mammoth), a pair of golden lions, and a serpentine owl. The command words are engraved inside the lid (alternatively, the acid could have rendered the words unreadable, in which case the PCs must use magic or research to discover them.)

4. Worg Pack: There is a 1 in 10 chance each hour that the party is set upon by a pack of 10 worgs, identical to those that attacked the village, including chance of inflicting lycanthropy. This encounter can be repeated as often as desired.

Caverns of the Dwarves

The Orothiar Clan of hill dwarves, now numbering less than 500, live in a narrow box canyon in the western side of the valley. Originally the Orothiar were miners and operated the mines at a great profit to all. But when the great evil awoke deep in the mine shafts, it was the Orothiar who died in the depths. Many of the surviving clansmen moved away; those few who remained eke out a meager living from the hills. They have a herd of sheep and raise vegetables in garden plots.

As hard times settled in the valley, the Orothiar and the human community slowly drew apart. The talented stonemasons, miners, and metalworkers, who once sold the products of their craft to the humans, now practice only for their own people. There is no hatred between dwarves and humans, only a growing estrangement. (All that could change overnight, of course, if the mines were to be put back in operation.)



Dramatis Personae: The Orothiar Clan

Tokan, Tribal Chief, an 8th-level dwarven fighter, grizzled and grey, 320 years old. He speaks of long-ago events as if they occurred yesterday. He carries a *hammer +3*, *dwarven thrower*, a tribal relic and badge of office.

Glorlo, cleric of Moradin, a 6th-level fighter/7th-level cleric, 280 years old. He chants rather than talks and makes events that happened a week ago sound like legends from the dawn of time.

Gailan, Commander of the Guard, a 7th-level dwarven fighter, 150 years old. A tough-minded soldier who sees a military solution to all problems.

Tamal, son of Tokan, a young (80 years old) dwarf, 5th-level fighter/4th-level cleric. Has a wacky sense of humor and talks constantly. He needs a lot of experience and maturity before he can hope to succeed his father; he might decide to join the PCs if he felt welcome.

Add statistics and other information as needed; feel free to create other dwarves. No dwarven women are detailed here because of their historic shyness, but approximately 25 % of the community is female.

Dwarven Army BATTLESYSTEM™ Statistics

Dwarven Axe Foot; Regular Infantry; AC 4; #Fig 12; Everest—CR 12"; HD/Fig 10; Ratio 10/ 1; 1st lvl. Dwarf Ftr; MV 6" ; Size S(M); MR% n/a; PPD 13; P/P 14; RSW 15; BW 16; Sp 16; AR 20; AR Mod - 1 vs. goblins, orcs, hobgoblins; ML 14; DL 15; Wpn Battle axe (1d8); Special - 4 to AC vs. ogres, trolls, giants; hate orcs, half-orcs, goblins, hobgoblins; AL LG

Eight Brown Bears (Guards): AC 6; MV 12"; HD 5 + 5; hp 30; #AT 3; Dmg 1d6 1d6 1d8; SA hugs for 2d6 if both paws hit; AL N; Size L; XP 3,240

The dwarven forces will come to the aid of Bloodstone in an emergency that threatens the dwarves as well. If proper negotiations take place, Tokan will provide dwarves to help the party make their way through the mines (there are plenty of dwarves still alive who have worked in the mines).

The map on page 12 shows the dwarven community. There are always guards manning the posts that control access to the valley; rock mounds and barricades can block the entrance in four melee rounds. The large meeting cave is used for clan meetings, including discussions with the PCs.

Optional Encounter: When the PCs arrive, they find that over a third of the community has fallen ill to a mysterious disease. Curative spells restore them to health (one at a time), but they fall sick again within a day. The evil henchmen of Orcus have managed to introduce a colorless, odorless, and tasteless poison gas into the cave network. A *detect evil* or *detect traps* spell will locate a small hole in the wall. Digging here reveals a strange device that is generating the gas. The device is at the bottom of a narrow shaft that leads to a cliff face outside the canyon. The walls look oddly fused and smooth—not an ordinary mining job (see Chapter 5 for how this happened). The device is easily destroyed. The PCs are on their own in trying to solve this mystery; to get help or advice from you, they must cast *commune* or other divination spells.

Centaur Village

Bands of centaurs once roamed the grassy plains, a free and proud people (much like the American Plains Indians). As the human race grew in power, it tamed the wild plains and pastures, domesticated or killed the wildlife,

and enslaved or drove away the other intelligent species. Despite these intrusions, small bands of wild centaurs still cling to their ancestral way of life in secluded pastures far from human habitation. Others have made their peace with humanity and live in small villages. Many centaurs have become great scholars and teachers, sages of the great mysteries of nature. They are brave and skilled hunters, bowmen without peer, and it is said that no man can become a great horseman without a centaur as his teacher.

In the village of Guard, in the middle of the woods, there are nearly 400 centaurs. They raise oats in two small plots, and supplement their diet with game and berries from the wild. In the winter, they wear padded jackets over their human halves. The birthrate has been slowly dropping, and there are only a few children in the village. A number of centaur warriors perished in the war against the bandits, and mourning has not yet ended.

The centaurs respect the adventurers who liberated the valley, and greet their arrival with formal centaur hospitality. Their elders are wise and perceptive, and the centaurs know much of the history, legends, and circumstances of the valley.

Dramatis Personae: The Centaurs of Guard

Kiros, Chief of the Council of Elders, a grizzled, slow-talking, yet powerful personality. Terribly formal and precise. Over 100 years old, he has sage-like abilities in history, warfare, and nature.

Valon, War Chief, a cold, highly logical centaur with a great military mind. Raw, precise intelligence is his hallmark.

Shinar, Elder, a female centaur of advanced years, she has a warm and thoughtful personality. She can use clerical healing spells of 1st to 5th level.

Vikos, a young adult centaur. If a young centaur was rescued in H1, this is he. He has some of the ancestral wildness of the centaur race. A student of history, he is modest about his substantial intellectual accomplishments. He is a talented writer.

Centaur Army BATTLESYSTEM™ Statistics

Centaur Legion; Regular Cavalry; AC 5; #Fig 16; Charvon—CR 12"; HD/ Fig 40; Ratio 10:1; Centaur; MV 18"; Size L; MR% n/a; PPD 13; P/P 14; RSW 15; BW 16; Sp 16; AR 15; ML 13; DL 12; Wpn Clubs (1d8/1d6) or hooves (2d6); Can carry halflings into battle with no MV penalty; AL CG

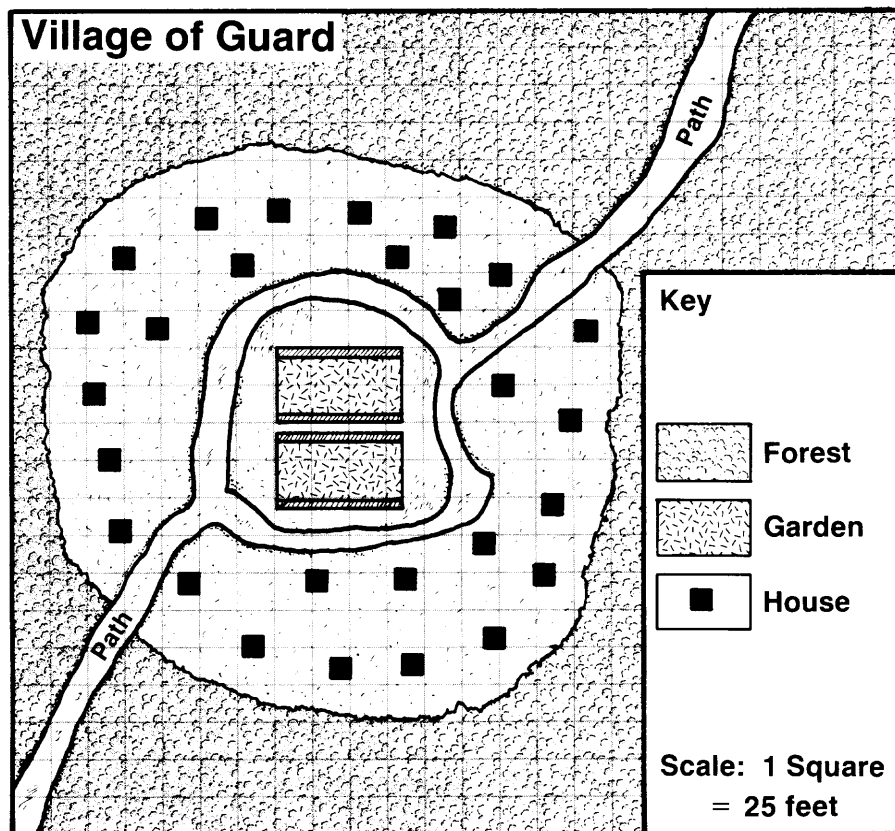
The centaurs can provide advice but no direct assistance in this adventure. Use them sparingly if you need to convey historical information or good advice to the party.

Optional Encounter: If the party remains in the village overnight, the ghost of Banak, Cleric of Orcus (killed in H1), floats into the village and tries to *magic jar* the most powerful spellcaster in the party and use that person to attack the others. If the *magic jar* attempt fails, Banak's ghost semi-materializes and moves to drain life-levels from as many party members as possible.

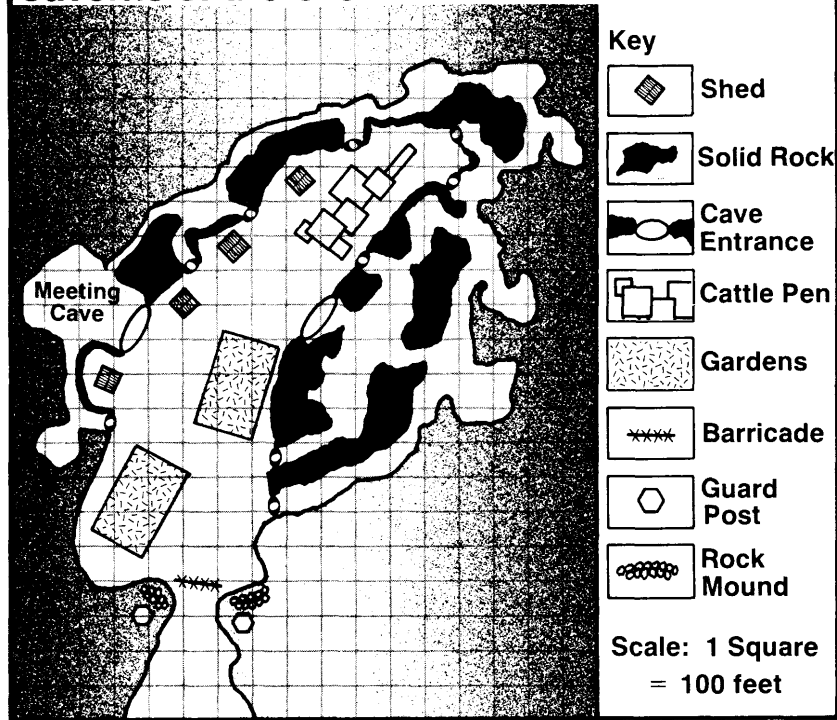
The centaurs, realizing that this attack is way out of their league, flee the area. However, if the PCs are not familiar with the abilities, dangers, and weaknesses of their opponents, Valon stays behind to advise the party on tactics.

Ghost of Banak: AC 0 or 8; MV 9"; HD 10; hp 75; #AT 1; Dmg special; SA age 10 years and panic, age 10-40 years per touch, *magic jar*; SD ethereal vs. weapons and spells; AL LE; Size M; XP 5120

Banak also has the special ability to *gate* 1d8 Type III demons, a special gift of Orcus, which he uses after the *magic jar* attempt (whether or not the *magic jar* is successful).



Caverns of the Orothiar Dwarves



Type III Demons (*Glabrezu*); AC - 4; MV 9"; HD 10; hp 60 each; #AT 5; Dmg 2d6/2d6/ 1d3/ 1d3/2-5; SA magic use, psionics; SD MR 60 % ; AL CE; Size L; Psionic Ability 100, Att/Def Modes E/F; XP 3240 each

Each demon is carrying one of the following magical items, which it uses to the best of its ability: a) *wand of fear*, b) *net of entrapment*, c) *pipes of the sewers*, d) *trident of submission*, e) *sword of wounding*, f) *sword of life stealing*, g) *bow and seven arrows of slaying* (spell-users), h) *dagger of venom*.

The Halfling Village

For warmth, hospitality, good food, and a relaxing after-dinner pipe and a glass of crusty port while in a soft chair next to a crackling fire, there is nothing like a long vacation in the nearest halfling village.

The tribulations of the various communities in Bloodstone Pass seem to touch the halfling folk only lightly. Even during the long occupation by the bandit army, life in the halfling village of Waukeshire went on pretty much as usual. The halflings paid their tribute, but most of the harvest was safely stored in the tunnels and burrows beneath the village. The militia, led by young Fredegast (an

unusually sharp tactician for one so young), kept wild animals and stray bandits from preying on the community, and the halflings hid their colorful celebrations from public view.

The halflings fight when necessary, hide and avoid trouble when possible, and let nothing interfere with the joys of life. Of all the nonhuman communities, theirs is the easiest relationship with the humans who rule the land.

Dramatis Personae: The Halflings of Waukeshire

Mayor William, elected leader of Waukeshire, is 80 years old. He wears a waistcoat with a silver chain, and has a waxed mustache. He is given to long, formal speeches.

Fredegast, Sheriff of the Militia, a young, capable tactician and military leader. He is quite charismatic and very bright.

Halfling Army BATTLESYSTEM™ Statistics

Halfling Bowmen; Regular Archers; AC 7; #Fig 12; Fredegast—CR 9" ; HD/ Fig 10; Ratio 10:1; 1st lvl. Halfling Ftr; MV 9"; Size S; MR% n/a; PPD 13; P/P 14; RSW 15; BW 16; Sp 16; AR 20; AR Mod - 3 with bow; ML 13;

DL 14; Wpn Short bow (1d6) or short sword (1d6); Bow range 5" / 10" / 15" ; Can ride centaurs; Invisible in vegetation 3" high or higher; AL LG

Create other halfling personalities as needed—have fun!

The halfling village consists of a number of mounds with large, round doors, and little huts scattered about. There are lots of vegetable plots. Although the village looks defenseless and open, there are hidden trenches and pits, underground passageways, caches of weapons, escape routes, and stores of food underneath.

Optional Encounter: Fredegast's major interest is the worg packs that are raiding the valley. His militia has killed quite a few, and he recently discovered the primary lair of the worgs in the Galena Mountains near the old bandit campsite. A number of goblins, ex-members of the bandit army, are working with the worgs to form a new raiding force. They are inside a large cave with a 20-foot-high entrance. Approximately 100 goblins and 200 worgs are present. This can easily be run as a BATTLESYSTEM game scenario. The 100 goblins ride half the worgs to form a unit of regular cavalry; the remaining 100 worgs act as skirmish packs. Fredegast's militia take part in the battle, but the other nonhuman communities are not interested. Baron Tranth asks that the PCs not use the Bloodstone army, fearing that this might be a trick to draw the army away and leave the town defenseless.

The goblin and worg lair contains a treasure of 7,500 gp, two *swords* +1 and an *axe* +2, *throwing* (both used by unit commanders), along with a heap of swords, hammers, and axes that they have taken in battle. A *detect magic* spell will reveal a dweomer on one regular hammer of largish size and extra weight. This is a *hammer of thunderbolts*.

Pixie Wings

On the map of the valley is a pixie grove that might have been encountered in H1.

There are 100 pixies and a family of faerie dragons—Clematis, Indanthrene, and Curcumin. They are not interested in helping humankind unless there is the opportunity for a great practical joke. Curcumin, the youngest faerie dragon, might possibly follow a very charismatic and witty character. Keep in mind that the company of a faerie dragon and the aid of pixies should be available only as a reward for truly great play.

Chapter III: THE BLOODSTONE MINES



The source of the valley's wealth in years past now lies in decay and disuse, at least in terms of productive mining. The mines of Bloodstone Pass are far from abandoned, however. The maze-like network of tunnels and shafts now hosts an assortment of underground creatures, nearly all of which have a bloodthirsty and thoroughly evil nature.

The entrances to the bloodstone mines lie in a high canyon, rising through a sheer gorge to the east of Bloodstone Pass. This canyon sheltered the evil army that terrorized the citizens of the valley for many years. With the destruction of the bandit army, the canyon has been mostly abandoned, and the army's crude tents and huts have quickly fallen into disrepair.

History of the Mines

The bloodstone mines have been worked sporadically for several decades, and have produced a steady income of their crimson product for the humans and dwarves of the valley. This wealth was used carefully and did not corrupt the societies that benefited from it. The wisdom and goodness of the baron of Bloodstone insured that the wealth was shared equitably; if he and his family lived well, it cannot be said that he left his subjects to de-

spair in squalor and poverty. Indeed, the citizens of Bloodstone Pass, and the nearby dwarven communities, enjoyed a fine standard of living and had the benefit of luxuries uncommon throughout the rest of the kingdom.

For two generations the mines contributed their wealth to the peoples of the valley. Tunnels were plotted by dwarven engineers that plunged ever deeper beneath the surface. Bloodstones were removed from the earth in the thousands from several rich veins. None of the sources seemed to show any signs of depleting.

Then one black winter day, the work stopped. Most of the miners working that day never emerged from the mines. Those who did had been driven mad with fear. An articulate explanation of the disaster was never given by any survivor. Parties of miners, explorers, and adventurers ventured into the mine in later years, but none was ever heard from again. Eventually, the abandoned mine was given up for lost by the folk who used to profit from it.

In recent years, the bandit army made its headquarters in the valley at the entrance to the mines. The course of combat described in H1 revealed that the mines were a source of potent evil, and that the clerics in particular

among the evil army drew power from whatever foul forces lurked within the decrepit tunnels and shafts.

That army eventually met its well-deserved destruction, but surviving remnants retreated into the Galena Mountains. Many of these remnants found shelter in the bloodstone mines.

The people of Bloodstone Pass, as well as the dwarves of the nearby clanhold, now desperately need money to rebuild and restore their communities. Obviously, if the bloodstone mines could be reopened, the income would prove very useful to these populations. In addition, of course, whoever opens the mines could claim a hefty percentage of the profits as just compensation. These considerations, or perhaps a mere search for excitement and adventure, will probably lead the heroes to the mines. This chapter details those mines as an adventuring environment.

General Description

The tunnels, shafts, and corridors of the mines are aged and worn. Dust coats the shoring timbers and the corners of the passages, but the center, where those who pass would walk, show signs of frequent passage. No distinct footprints are discernable, but the PCs will get the impression that the mines are not abandoned.

The entrances to the mines are three tunnels penetrating the canyon wall at the site of the bandit camp. Each of these is a black hole in the wall, precariously shored with rotting timbers. The mine tunnels are 15 feet wide and 10 feet tall, except where different dimensions are indicated on the map.

At certain places on the map, the mine tunnels are shown as being near collapse (marked by Xs). When the PCs pass one of these sections, roll 1d6. On a 1, the ceiling collapses over a 10d6-foot length of the tunnel, beginning directly over the center of the party. Modify the die roll by -1 if the PCs are running, making loud noises, dragging heavy objects, or doing anything else that will increase the vibration in the corridor.

Any characters under the area of the cave-in suffer 4d8 of damage, unless they can escape before being crushed. To determine if a character escapes, the player can roll a Dexterity Check. Subtract 1 point of Dexterity for every five feet between the character and the edge of the cave-in.

Characters caught in the cave-in are stuck for a number of rounds equal to the points of damage sustained. In addition, a cave-in has a 50% chance of attracting a wandering monster from the Random Encounter Chart.

Random Encounters

A number of savage denizens lurk in the reaches of the bloodstone mines, and the PCs may encounter several of these while adventuring there. Check for a random encounter every three turns by rolling 1d6. On a 1, a wandering monster is encountered. Determine the type of creature encounter by rolling 1d8 and comparing the result to the Bloodstone Mines Random Encounter Chart.

In addition, checks for wandering monsters should be made every time the characters make a loud noise, including combat with wandering monsters or creatures in their lairs. The chance of another group of creatures being encountered in this case is 1-2 on 1d6. These additional wandering monsters reach the PCs 2d4 rounds after the noise began. As

an additional group of wandering monsters joins the fray, check again (1-2 on 1d6) to see if yet another individual or group happens along. Continue checking until an additional encounter is not indicated, or until four groups of wandering monsters have arrived.

Bloodstone Mines Random Encounter Chart

Die Roll Wandering Monster

- | | |
|---|---|
| 1 | 2d10 orcs armed with shortbows and poison arrows (AC 6; MV 9" ; HD 1; hp 6 each; #AT 2; Dmg 1d6 + poison; AL LE; Size M; XP 20) |
| 2 | 1d4 Umber Hulks (AC 2; MV 6" ; HD 8 + 8; hp 45 each; #AT 3; Dmg 3d4/3d4/4d3-2; AL CE; Size L; XP 1,840) |
| 3 | 1d6 Type 1 Demons (AC 0; MV 12" / 18" ; HD 8; hp 38 each; #AT 5; Dmg 1d4/ 1d4/ 1d8/ 1d8/ 1d6; Magic Res. 50% ; AL CE; Size L; XP 1,655) |
| 4 | 1d8 Stone Giants (AC 0; MV 12" ; HD 9+2; hp 44 each; #AT 1; Dmg 3d6; AL NE; Size L; XP 2,416) |
| 5 | 1d6 Type 2 Demons (AC -2; MV 6" / 12" ; HD 9; hp 41 each; #AT 3; Dmg 1d3/ 1d3/ 4d4; AL CE; Size L; XP 2,492) |
| 6 | 2d6 Hill Giants (AC 4; MV 12" ; HD 8 + 2 ; hp 42 each; #AT 1; Dmg 2d8; AL CE; Size L; XP 1,904) |
| 7 | 1d6 Carrion Crawlers (AC 3 / 7 ; MV 12" ; HD 3 + 1; hp 14 each; #AT 8; Dmg Paralysis for 1d6 turns; AL N; Size L; XP 636) |
| 8 | 1d6 Type III Demons (AC -4; MV 9" ; HD 10; hp 48 each; #AT 5; Dmg 2d6/ 2d6/ 1d3/ 1d3/ 1d4+1; Magic Res 60 % ; AL CE; Size L; XP 3,072) |

Encounter Areas

1. First Shaft

This shaft climbs upward to one of the first veins of bloodstones discovered here. The shaft is circular, and a steep, narrow stairway winds up the wall. An old rope supports a rotted wooden platform in the center of the shaft. The rope is suspended from a crank and axle that run across the top of the shaft. This contraption is obviously a primitive elevator. The rope, axle, and platform are all so far decayed that they will break instantly if any weight is suspended from them.

2. First Vein

This large cavern was carved from the bedrock by the first miners to exploit the rich trove of bloodstones discovered here. Its irregular outlines are the result of enthusiastic, but uneducated efforts by the inexperienced human miners. This cavern was excavated before the dwarves joined in the mining operation.

Now the outlines of the cave are concealed by thick masses of heavy, sticky cobwebs. In fact, the very entrance to the chamber is choked off with webs. These must be chopped through (treat as a 25-foot-thick web spell) or otherwise dealt with. If they are burned, the air in this entire upper area becomes unbreathable for 24 hours.

Lurking within the cavern are 22 phase spiders. These ethereal arachnids do not attack the party unless the characters attempt to enter the cavern. In this case, however, the monsters press home their attack savagely. Once engaged in combat, they will attempt to chase the intruders out of the cavern. The phase spiders will pursue their enemies as far as the shaft (Area 1), and do not back off until all intruders have entered the shaft.

Phase Spiders (22): AC 7; MV 6"*15"; HD 5 + 5; hp 25 each; #AT 1; Dmg 1d6 + poison (save at -2); AL N; Size L; XP 850

The phase spiders have collected a great deal of treasure from unfortunate explorers who have wandered into this cavern in times past. The treasure is concealed behind a thick layer of webs at the very rear of the chamber. Here can be found 12,000 sp, 8,500 gp, a *shield* +2, a *dagger*, +2, a vial containing *oil of ethereality* (two doses), and a scroll containing an 8-HD *fireball* spell.

3. Pool of Dark Water

This chamber is dank and musty. The floor and walls are slippery with humidity. Half of the room is taken up by a pool of water. Any characters near the edge of the pool notice a dim glow deep within the waters of the pool. The yellowish glow seems to be spread out, but is too obscured by the water to allow anything to be learned of its source.

Characters entering the water, or dropping something onto its surface (bits of bark, dust, etc.) discover that the apparently still water is actually swirling from an ever-present current. The current moves objects on the surface of the water in a clockwise circle about the rim of the pool.

The pool is actually fed by a very strong underwater spring. The inflow is perfectly matched by a flow of water constantly pouring out through a hole in the bottom of the pool. The light is caused by a spike, enchanted with a *continual light* spell, hammered into the floor of the pool during a very dry year. Its purpose is to lure treasure-happy adventurers to a watery grave.

If a character dives underwater, he must immediately roll a swimming Proficiency Check (substitute a Dexterity Check if you are not using the *Dungeoneer's Survival Guide* proficiencies). A -6 penalty to the character's ability or proficiency applies to the roll. Success means that the character recognizes the strong suction under the water and breaks free, returning to the surface. Failure means that the character is pulled into the powerful underwater suction in the pool, and quickly flushes out the drain in the bottom of the pool and plunges downward (to the northeastern part of the stream on the middle section of the map).

4. Equipment Storage

This chamber contains a number of dust-covered, rusty relics of the mining operation. Four mining carts (made of sturdy oak banded together with iron) are still useable. A cart requires a combined Strength of 30 just to move it, however, and even then it can only go 3" per round. Dozens of picks, shovels, and buckets are stacked in a corner of the room.

A rotted tarp in another corner of the room used to cover a copper hand pump. The pump is crank-operated, and seems to be stuck. Characters clever enough to apply a little oil to the pump's moving parts find that it still works. The pump weighs 2,000 gp. If moved to a source of water and operated steadily, it will pump out a 10'x10'x10' volume of water per turn.

5. Downshaft

This shaft plunges through the floor, descending 120 feet to the lower level of the mine. The mechanism that used to operate the elevator has long since rotted and fallen to the bottom of the shaft. A series of iron rungs spiked into the stone sides of the shaft serve as a crude ladder. The spikes are old, rusty, and worn, however. The ladder can be descended in one turn by a character moving normally.

Characters using the rungs to descend will encounter 1d4 rungs that have worn to the point of worthlessness. At each one of these, the character must successfully roll a Dexterity Check or lose his balance and fall to the bot-

tom. Characters who declare that they are testing each rung receive a +4 modifier to their Dexterity score, but require three turns to descend the ladder.

Each time a rung breaks, roll a random encounter check to see if any creatures are attracted by the noise. Creatures alerted wait at the bottom of the shaft and attack the party members as they reach the bottom.

6. Stone Giant Lair

The secret door concealing this lair matches the stone walls of the mine tunnels. It can be opened by pushing from the outside, or by pulling on the handle mounted on the door's inside surface. Several narrow peepholes allow creatures within the secret compartment to observe any passersby in the corridor outside.

The giants maintain a constant watch upon this corridor and ambush any suspicious characters or creatures that pass their secret door. The ambush takes the form of a surprise attack-four stone giants fling open the door and burst into the corridor to attack the party in the rear.

If the attack is unsuccessful, the giants withdraw into their chamber. Attackers advancing down the long corridor connecting the chamber to the secret door are bombarded by boulders thrown by the stone giants defending the lair. Up to four giants can throw rocks down the corridor each melee round.

Within the room are a total of 12 stone giants. These are all that remain from the giants that fought with the bandit army. They are an ill-tempered and thoroughly evil lot. They fight to the death if pressed.

The giants have crafted a huge stone chest that contains their treasure hoard. It is locked, and the key is carried in a waistpouch by the largest giant. The lock can be picked normally, but the top of the chest requires a combined Strength of 30 to lift. The chest contains 12,000 sp, 8,000 gp, 4,500 ep and 2,000 pp. The chest also holds two huge flasks, each containing 10 doses of a magical potion. In one is a *potion of speed*, and in the other is a *philter of love*.

Stone Giants (12): AC 0; MV 12" ; HD 9+3; hp 50 each; #AT 1; Dmg 3d6 (and hurl rocks for 3d10); AL N; Size L; XP 2,500

7. Second and Third Shafts

These vertical shafts climb to several upper chambers of the mining operation. Their elevator mechanisms have been completely removed, and there are no ladders or other physical means of ascending them. The shafts are 100 feet long.

8. Abandoned Tunnel

This long, narrow chamber is the result of a minor discovery of bloodstones early in the mine's history. The area was excavated and a few stones were discovered and removed. The find proved to be minimal, however, and the digging in this area was halted. Now the room is empty and coated with a thick layer of undisturbed dust.

9. Minimal Excavation

This small chamber was excavated in an attempt to further explore the find that was exploited in Area 8. The digging in this location revealed nothing, however, and was quickly abandoned.

10. Empty Chamber

Like Area 8, this chamber was excavated to exploit a small find of bloodstones. The stones were quickly depleted, but indications of a higher vein caused the miners to excavate a shaft leading upward. This shaft, leading to Area 11, is lined with iron rungs much like those in Area 5. There is no chance that one of these rungs will fall out when a character climbs here, however.

The bottom of the shaft is filled with chunks of broken rock to a depth of two or three feet. The rock looks as if it had been dumped from the top of the shaft and left to accumulate. If a character states that he is examining the rocks, he quickly sees that each chunk has both irregular and regular surfaces. If the character makes a successful Intelligence Check, he realizes that the stones seem to be parts of statues that shattered when dropped down the shaft. A foot, part of a face, and even a whole head can be discovered with a little searching. All recognizable pieces seem to have come from statues of humans.

The pieces of rock are actually the remains of adventurers who climbed to the top of this shaft and met the gaze of the greater basilisk dwelling above. The characters of course turned to stone and fell back down the shaft to shatter at the bottom.

11. Lair of the Basilisk

This large cavern proved to contain a valuable vein of bloodstones. Exploitation of the vein had just begun when evil entered the mine. Now this chamber has its own version of the mine's evil: a greater basilisk.

The monster sits 15 feet away from the top of the shaft. Unless the characters are under the effects of a *silence* spell (or they can all *move silently*) then the basilisk hears them and is facing the shaft opening. Even if the characters are completely silent, there is a 50% chance that the monster is facing the shaft anyway (it leads a pretty boring life).

Greater Basilisk: AC 2; MV 6"; HD 10; hp 42; #AT 3; Dmg 1d6 + poison (x2) /2d8, poison breath with 5-foot range; SD surprised only on a 1; AL NE; Size L; XP 3,588

The Tunnels of the Lower Level

The regular mining tunnels on this level are much like those on the upper level, except that they tend to be a little sturdier, and the dust in them shows signs of greater traffic. In some cases, characters may even notice signs of maintenance, as if the occupants of this level are trying to keep the mine from collapsing. Old and rotted wooden shoring timbers have been replaced, in some locations, by skillfully crafted stone pillars. Any dwarves with the party declare that the work is very similar to dwarven stonework, but subtly different.

The irregular tunnels on this level are quite unusual and mysterious, however. They are definitely not natural caverns, for their sides, floors, and ceilings are smooth. A cross section of one of these tunnels is almost perfectly circular. The tunnels meander about the area with little sense of consistent direction, and were made with no attempt to maintain a straight line. There are no signs of any toolwork on the stone surfaces of these tunnels.

The water flowing from Area 5 creates a rapid stream that crosses through several of the corridors on this level. The water churns along so actively that its sound fills the tunnels and prevents normal noises from being heard. Thus characters (including the PCs) and creatures who depend upon sound to warn them of surprises are surprised on a 1-3 on this level.

12. Chamber of the Golems

This passage resembles the other excavated areas of them mine. One of the corridors en-

tering it is a regular mine tunnel, shored adequately and skillfully excavated. The other is one of the mysterious round tunnels.

The most significant features of this room are its guardians. A huge iron golem stands at each end of the chamber, motionlessly awaiting its cue to attack. The cue is the presence in the room of a non-duergar creature. The golems can also be summoned by the alarm gong in Area 13, in which case they advance to the scene of the intrusion and attack any non-duergar creatures that they encounter.

Iron Golems (2): AC 3; MV 6"; HD 16; hp 80; #AT 1; Dmg 4d10; SD + 3 weapons needed to hit; immune to all magic except electrical (causes slow for three rounds); fire attacks repair damage 1hp/ 1hp of damage; AL N; Size L; XP 14,550

13. Duergar Guard

This chamber guards the approaches to the duergar mining operation that is going full-swing in this portion of the mines. Because the sound of flowing water fills these corridors so thoroughly, however, PCs cannot hear the sounds of the mines until they reach the four-way intersection outside of Area 13. Here the characters hear sounds of picks and shovels striking rock, accompanied by a low, dull chant. Unfortunately, this is also where the alert duergar guards discover the PCs. The guards attack and sound the alarm instantly.

The guardroom is occupied by 24 crossbow-armed duergar guardsmen. It also contains a huge gong that is struck as soon as intruders are discovered. The duergar are disciplined and aggressive. They form a two-rank line so that all can fire their crossbows down the corridor, and then charge, brandishing their wicked picks.

Duergar Guards (24): AC 4; MV 6"; HD 4; hp 20 each; #AT 1; Dmg 1d4 (crossbow) or 1d6 + 1 (pick); AL LE; Size S; XP 165

14. Duergar Living Quarters

This large chamber houses the duergar who are not actively involved in working the mine or guarding the approaches. At any time this room contains 40 1st-level workers and 24 4th-level guards. These duergar rush to battle if the alarm should sound. The workers reach the intersection two rounds after the alarm sounds, while the guards take an additional two rounds to outfit themselves with crossbows and picks.

The room contains dozens of filthy straw sleeping mats, several bins of disgusting-looking, lard-heavy food, and a barrel of

scum-covered drinking water.

In a depression in the floor concealed under one of the sleeping mats is the cache of unfinished bloodstones that the duergar have collected from their operation. The stones, when finished, will be worth 250,000 gp. Unfinished, they can be sold for about 11-20% (1d10 + 10%) of this price.

15. The Working Mine

This gradually expanding tunnel is always bustling with a shift of 20 busy duergar miners, toiling with pick and shovel to remove the precious stones from the bedrock of the mines. The miners, like the rest of the duergar, rush to battle if the alarm sounds. Although they do not carry crossbows, each of them wields a pick in combat with aggressive determination.

Duergar Miners (20): AC 4; MV 6"; HD 1 + 1; hp 5 each; #AT 1; Dmg 1d6+1; AL LE; Size S; XP 30

16. Lair of the Naga

The stream flowing through the mines eventually spills into a 60-foot-long vertical shaft. At the bottom of the shaft, the water flows through a large, air-filled cave, and then spills rapidly into a subterranean lake that completely fills its chamber. The current is too strong for a character to swim against it. Once it passes Area 16, it flows down to the lake. A character trapped in the lake who is unable to *breath water* will certainly drown.

Unfortunately, the last stop before the lake (Area 16) is already occupied by a creature that does not welcome company: a spirit naga. The naga coils imperially atop a pile of treasure that it has accumulated from its unwilling visitors, and coolly regards any new arrivals in its lair. It first tries to *charm* its new guests, only resorting to combat if this is unsuccessful. *Charmed* characters are kept around for several days as amusement, until the naga grows bored (or hungry).

In combat, the monster casts offensive spells as long as possible, entering into melee combat as a last resort. The naga's treasure includes 8,000 sp, 5,000 gp, and 2,500 ep, as well as a quiver of 10 *arrows* + 3 and two *arrows of demon slaying*. Also found here are two bottles containing two doses of *oil of etherealness* each and a *mirror of mental prowess*.

Spirit Naga: AC 4; MV 12"; HD 10; hp 41; #AT 1; Dmg 1d3 + poison; AL CE; Size L; XP 3,274

The naga can cast the following spells:

1st Level: *detect magic*, *magic missile*, *shield*, *protection from good*, *darkness*

2d Level: *invisibility*, *web*, *silence 15' radius*

3d Level: *slow*

17. Eggs of the Stone-Eater

This chamber contains three boulder-sized spheres. Each of these radiates heat, and seeps a coating of slimy liquid. These are eggs laid by a stone-eater. Each egg nestles in a perfectly shaped niche in the floor, so that only the top half is exposed. These niches have been caused by the acid secretions of the eggs-any character touching one with bare skin suffers 1d10 points of acid damage as well as 1d10 points of heat damage from the hot eggs.

18. The Last Downshaft

This shaft leads still deeper into the ground. It is equipped with a new winch and elevator mechanism, although the elevator is currently at the lower level. Next to the mechanism hangs a brass bell and a small brass hammer.

Examination of this mechanism shows that it is solidly built and relatively new. The ropes supporting the elevator are fresh and thick and show no signs of the rot that sets in so quickly underground. The entire apparatus has been built by the duergar as a means of moving miners and guards up the mines, and carrying the bloodstones back down to Deepearth.

Three quick rings of the bell will bring the elevator up to Area 18. After a minute, two unsuspecting duergar lower it down to their level. If any other pattern of bell-ringing is used, the elevator is still raised. Instead of unsuspecting duergar, however, the reception committee at the bottom includes a Type V demon and two Type IV demons.

19. Gateway to Deepearth

This natural cavern connects the mines of Bloodstone to a long stairway that descends to the duergar kingdom in Deepearth. Characters wishing to pass through it will not do so unopposed, however.

The walls of the cavern are decorated with the most hideous carvings of gargoyles and other demonic types. The chamber is illuminated by 12 flickering torches, but these seem

to glow with an exceptionally reddish light, bathing the entire scene in an unearthly crimson glow. The torches are poised in wall sconces, and cannot be extinguished by any normal means; in fact, each torch has a magic resistance of 85 %. They are not very bright, so tall and grotesque shadows of passers-by move crazily about the room.

The guardians of the gateway are a band of demons summoned by their evil worshipers, the duergar. These demons permanently watch this chamber and fight desperately to prevent characters or creatures of good alignment from passing. The price the duergar pay for this service is not known, but must be very high.

The demons permanently on guard here are five in number, although two of these are fiendishly disguised. They include a Type V demon, two Type IV demons, and two succubi. The succubi, however, maintain the guise of beautiful human females who have been chained to the wall near the stairway. In combat, the other demons fight to the utmost of their abilities, while the succubi surreptitiously attempt to *gate* in additional demons to join the fray.

While combat is raging, the succubi plead for help, scream in fear, and basically act like lovely damsels yearning desperately for rescue. In between screams, of course, they attempt to *gate* in additional demons, but even characters taking the time to observe them cannot see them doing this, as it is a matter of inner concentration.

In addition to the two succubi, there are two badly beaten svirfneblin chained to the corridor wall. They are both unconscious and near death. The PCs must expend healing spells in order to revive them (or they die two turns after the PCs conquer the demons).

Each time an additional demon *gates* into the fight, the torches flare up more brightly than ever. The light they cast remains red, but the cavern becomes painfully bright if the number of demons present grows substantially. Each time a demon is slain, or banished to its own plane, one of the torches flickers and dies. If all 12 torches cease to burn, then regardless of how many demons remain in the room, all vanish instantly, returning to report their failure to Orcus.

Should the characters triumph over the rest of the demons, the succubi thank them and plead for their freedom. If they are released, they immediately attempt to reward their rescuers with kisses; at the same time returning to their true forms. Such kisses, of course, drain one life level the characters receiving this attention.

The demons that are present have the following attributes and abilities. Stats for demon Types I-III are also included, as these may be *gated* in during the battle. If a Type VI demon, a demon lord, or demon prince is randomly determined to *gate* into the battle, substitute an additional Type IV or V demon for the more powerful one.

Note that all demons sustain 1/2 normal damage from cold, electrical, fire, and gas attack forms.

Type V Demon: AC -7/-5; MV 12"; HD 7 + 7; hp 40; #AT 7; Dmg 2d4/ 1d8(x6); MR 80%; AL CE; Size L; XP 3,480

Type IV Demon: AC -1; MV 9"/ 12"; HD 11; hp 52 each; #AT 3; Dmg 1d4/1d4/ 2d4; MR 65%; AL CE; Size L; XP 3,782

Succubus: AC 0; MV 12" / 18"; HD 6; hp 31 each; #AT 2; Dmg 1d3/1d3; MR 70%; AL CE; Size M; XP 2,286

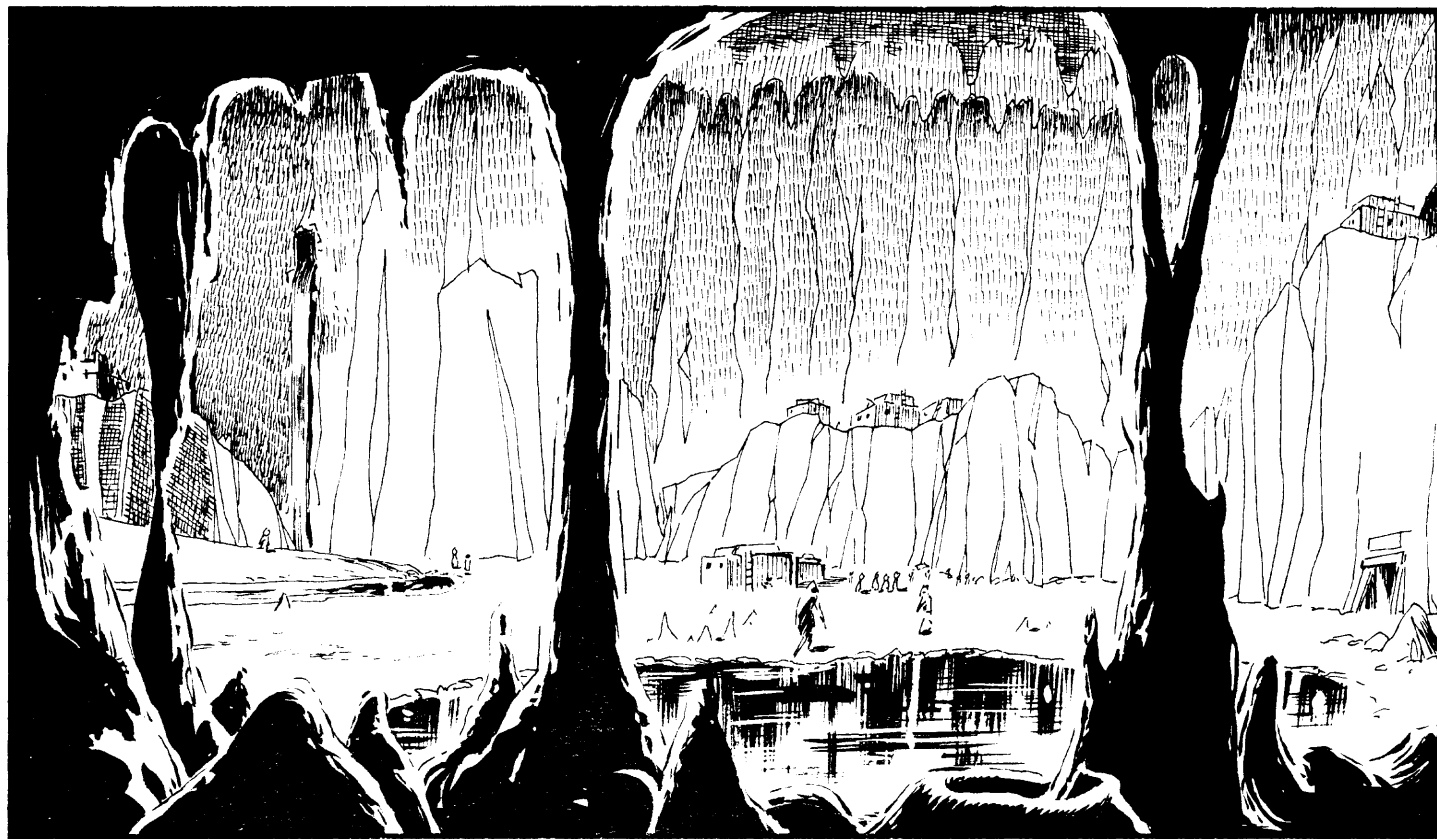
Type III Demon: AC -4; MV 9"; HD 10; hp 44 each; #AT 5; Dmg 2d6/2d6/ 1d3/ 1d3/ 1d4 + 1; MR 60%; AL CE; Size L; XP 3,016

Type II Demon: AC -2; MV 6" // 12"; HD 9; hp 38 each; #AT 3; Dmg 1d31 1d3/ 4d4; MR 55%; AL CE; Size L; XP 2,456

Type I Demon: AC 0; MV 12" /18"; HD 8; hp 32 each; #AT 5; Dmg 1d4/ 1d4/ 1d8/ 1d8/ 1d6; MR 50%; AL CE; Size L; XP 1,595

If the PCs revive the svirfneblin, the gnomes urge the PCs to seek out the Gnome King (see Chapter V). They offer to lead the party there and strongly encourage the PCs to agree as the gnomes can be extremely valuable allies in the assault on the Temple of Orcus.

Chapter IV: KINGDOMS OF DEEPEARTH



History of the Duergar Realm

Many are the great civilizations of the Underdark. The dark elves, or drow, are the most powerful, with the baneful influence of their spider goddess queen, Lolth, shaping their culture. The insane kuo-toan, aging remnants of a once-great race, worshipers of the Sea Mother, are still dangerous to the unwary. There are also the illithid, or mind flayers, the evil psionic creatures of nightmare. The most alien of the underground cultures is that of the aboleth, whose rise has been responsible for the decline of the kuo-toa. The derro of the Underdark are savage little creatures who raid the surface world for slaves and plunder. The cloakmakers are known as the true children of the earth; their race includes the lurkers, the miners, the trappers, and the mantari.

Let us not forget the svirfneblin, or deep gnomes, who live far from the surface lands. There are the mountain dwarves, tall cousins of the hill dwarves, who live long lives beneath the ground. And there are the evil cousins

of the dwarves: the Gray Ones, or duergar.

The duergar, like their dwarven cousins, rely on mining for economic prosperity. Few are as skilled at working metals and stone. But the duergar are also particularly adept at designing fiendish traps that imprison unwary prey and often inflict a slow and painful death. They are slavers of a particularly brutish stripe—their subjects do not live long. The duergar are especially known for their complete mercilessness on the battlefield.

The duergar taste in entertainment is decidedly not for the squeamish. Captives that are deemed unsuitable for lives as slaves are put to death in the most fiendish, macabre, and time-consuming methods imaginable. It is hard to say whether such a death is worse than life as a duergar slave.

The history of the duergar in the Galena Mountains is full of the treachery and evil typical of their race. Yet there are unique features to this story that make it worth the telling.

Long ago, the svirfneblin occupied the giant cavern beneath the bloodstone mines. As long as the humans and hill dwarves confined their mining to the area near the surface, all was peaceful. The svirfneblin mined much

deeper in the earth and had a rich culture.

The duergar lived mean and squalid lives in the network of caverns that led to the svirfneblin kingdom. The duergar greatly envied the gnomes their wealth and comfort. For many years, they preyed upon the gnomes in a series of lightning raids, carrying off food, cattle, and occasionally slaves. The svirfneblin sent military expeditions against the duergar with great success, but soon the duergar returned, skulking in the darkness, to take their toll once again.

Then one night, a duergar crept into the svirfneblin realm to steal food and perhaps murder a few gnomes. Sneaking through an infrequently used tunnel, he found an open mine shaft. Curious, he crawled inside, hoping to find gold or precious gems. Instead he found a pool of mercury, glistening coldly. He felt a calling from it, a sense of implacable evil that thrilled him. He stretched out his hand and touched the surface of the pool.

A blinding flare of blue-white light erupted; the column of light poured out of the mine shaft, casting its baleful light into every corner of the svirfneblin realm. The duergar was transformed into a creature of

transcendent horror. Huge, glowing, with goat's horns protruding from its head, the creature strode out of the mines. As the terrified svirfneblin came out of their caves, bolts of fire from the creature's eyes destroyed them. Their homes were crushed and their civilization destroyed in a single night of horror. A few stragglers escaped into the dark tunnels and catacombs. The creature then entered the bloodstone mine shafts, destroying all who worked there, and leaving a taint of permanent evil. Then it dissipated, leaving death and destruction in its aftermath. Only the strange pool of mercury remained, glowing with an evil blue light.

The duergar were quick to exploit the destruction of the svirfneblin, and took the city for their own. Clerics of the duergar found the glowing pool, and learned its deadly secret: it was a gate to the lower planes of Hell, and through it Orcus, Prince of the Undead, could one day enter the Prime Material Plane.

The truth is rather more subtle. There are a series of gates that, when activated together, will enable Orcus to enter this world. And so a great plot of evil has been put into motion . . . but that's a story for modules to come.

The duergar built a huge temple to Orcus in the shaft, with the pool of mercury at its center. Guards, wards, and deadly traps were built to keep anyone from penetrating its secret. And the other agents of Orcus that lurk about the Prime Material Plane have come in secret to this temple of ultimate evil to pay their dark respects.

The svirfneblin, now a shattered remnant of their former glory, live in exile, hoping one day to return.

This is background for the Dungeon Master only. The heroes should only slowly become aware of this history as they meet those who can reveal it to them.

Key to the Duergar Caverns

1. Waterfall

Ahead of you in this narrow passage, the sound of rushing water can be heard. As you squeeze through the twists and turns, finally you see a curtain of water ahead — you are behind a waterfall!

The characters are standing on a narrow ledge behind a waterfall. The ledge exits to either side. Beneath their feet is a sheer cliff approximately 500 feet to the cavern floor.

With infravision or other special sight, the characters can see an immense cavern that stretches past the limits of vision. A cultivated field of mushrooms is directly below. The waterfall becomes a small stream that runs into a lake in the distance. Animal pens surround a tall pillar of stone; hundreds of cave entrances dot the pillar. This is a duergar cliff city. Duergar are engaged in the business of everyday life. Brutal slave overseers are managing work in the mushroom fields, supervising the animal pens (which

also seem to contain humanoid slaves) and entering and exiting their cliff dwellings. In describing the cavern, emphasize that there are hundreds, even thousands, of duergar all about. Discretion, the players should realize, is the better part of valor.

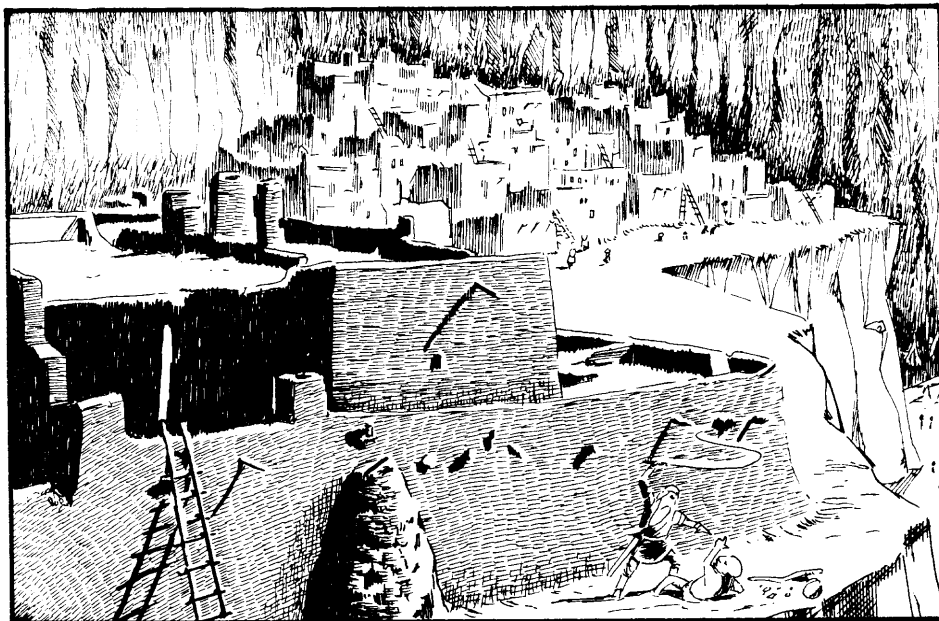
On closer inspection, the characters find a narrow path leading down from the cliff face. For details on the characters' actions in the caverns of the duergar, see the next section, *Escape From the Valley of the Duergar*.

2. Mushroom Farm

Giant mushrooms, many over five feet tall, grow in neat rows in a huge field. Numerous slave parties are hoeing the fields, each supervised by an evil-looking duergar wielding whips.

The narrow path from the ledge by the waterfall leads into the mushroom patch. At the base of the path, several shriekers are posted as guards (they look just like normal mushrooms).

Shriekers (4): AC 7; MV 1"; HD 3; hp 12, 16, 8, 20; #AT 0; SA nil; SD noise; AL N; Size L; XP 17, 21, 13, 25



The shriekers attract 10 duergar guards in two melee rounds, and 10 more guards each round. Once the duergar find that they are confronted with powerful opponents, they flee to summon more potent help. If 30 or more guards show up, or if any guard escapes alive, the entire community is alerted. Whenever the characters are detected, several units of duergar soldiers are sure to be close behind.

If at this point, or at any other point when the characters are in the duergar realm, an alarm is sounded, there is no chance that the svirfneblin army (see the next chapter) can gain surprise in an attack. If the characters manage to get through without raising an alarm, they stand a much better chance of accomplishing their mission.

Duergar: AC 4; MV 6"; HD 1 + 2; hp 7; #AT 1; Damage 1d8; SA psionics, surprise on a 3 in 6; SD magical saves at + 4, immune to paralysis and poison, surprised on 1 in 10; AL LE; XP 89 each

More powerful allies of the duergar that will aid them in overcoming the heroes are described in the following section.

There are various mushroom farms located in the cavern. Run this encounter each time the heroes enter a mushroom farm.

3. Animal Pens

A strong odor of waste and decay permeates the air. Squalid, tiny animal pens hold a variety of creatures—giant slugs and weasels raised for food, and slaves. Humans, dwarves, gnomes, and others are penned just like animals. Ugly, brutish guards patrol the pens, jabbing creatures with their long spears just for the sport of hearing them scream.

The guards consist of 10 + 1d10 duergar soldiers armed with spears and whips. One hundred more duergar arrive 1d4 melee rounds after an alarm is sounded. The slaves are so badly beaten and malnourished that they are incapable of revolt. Their rescue, although a noble act worth pursuing by any party of good alignment, automatically alerts the duergar army that there are powerful intruders present.

If the slaves are freed, they will follow the party's orders, even to their own deaths. If they are given a chance to take revenge on their slave masters, they take it.

4. Homes of the Duergar

The tall cliff face is pockmarked with dwelling entrances. Tall ladders and carved stone stairs connect the levels of this exotic city.

The duergar dwellings are inhabited by 1d10 family members each. Exploring them is time consuming and relatively unproductive. They are very resistant to a frontal attack.

5. Temple of Orcus

Towering above the plain, cut into the cliff wall, is an awe-inspiring sight—the Temple of Orcus, an immense monument to evil. Carved laboriously out of the mountainside by the sweat of a thousand slaves, it is a forbidding fortress that looks like the face of Orcus, the Goat-Horned Demon. Two immense horns frame an evil, skull-shaped face with great windows representing eyes. The doors of the temple are set in the mouth, with jagged iron teeth at top and bottom.

There are patrols of elite duergar troops stationed outside the temple at all times. There is no cover to enable hidden movement in the vicinity of the temple. Most groups will not seek out the temple immediately, but instead will move off into the Underdark and eventually find the Gnome King. (If the PCs rescued the svirfneblin at the end of Chapter 3, these strongly advise against a direct assault on the temple without a large army [such as the Gnome King can provide].) This is a *much* safer strategy than braving the temple directly. However, it is the players' choice. If they should decide to enter the temple directly, go to Chapter 6.

If there are any NPCs with the party, or recently-freed slaves, have them suggest that the party would be better off scouting out the situation and looking for allies than initiating a direct attack.

6. Lake Monster

The underground lake is nearly a mile long, and is filled with crystal-clear water.

The lake is over 200 feet deep. Lurking in its depths is a family of megaladons (giant sharks)—two for each member of the party.

Giant Shark (Megaladon): AC 5; MV 18" ; HD 15; hp 75 each; #AT 1; Dmg 6d4; SA

swallow whole; SD nil; AL N; Size L; XP 3900 each

7. Army Camps

Masses of disciplined duergar troops march back and forth in this huge army compound, constantly drilling for war.

Details of force structure and tactics are found in Chapter 5.

Escape From the Valley of the Duergar

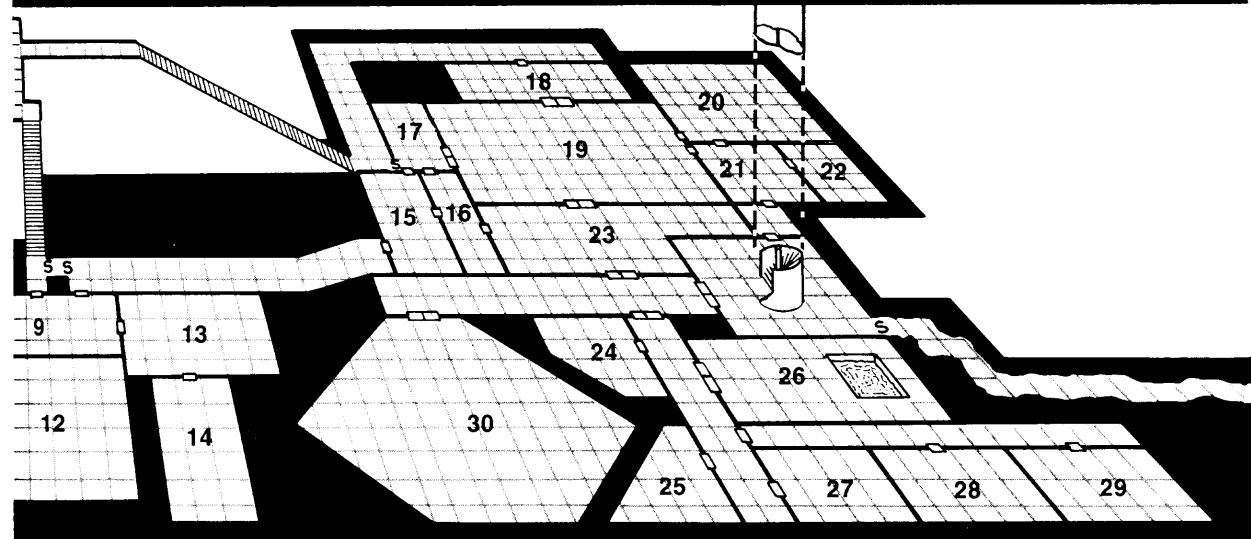
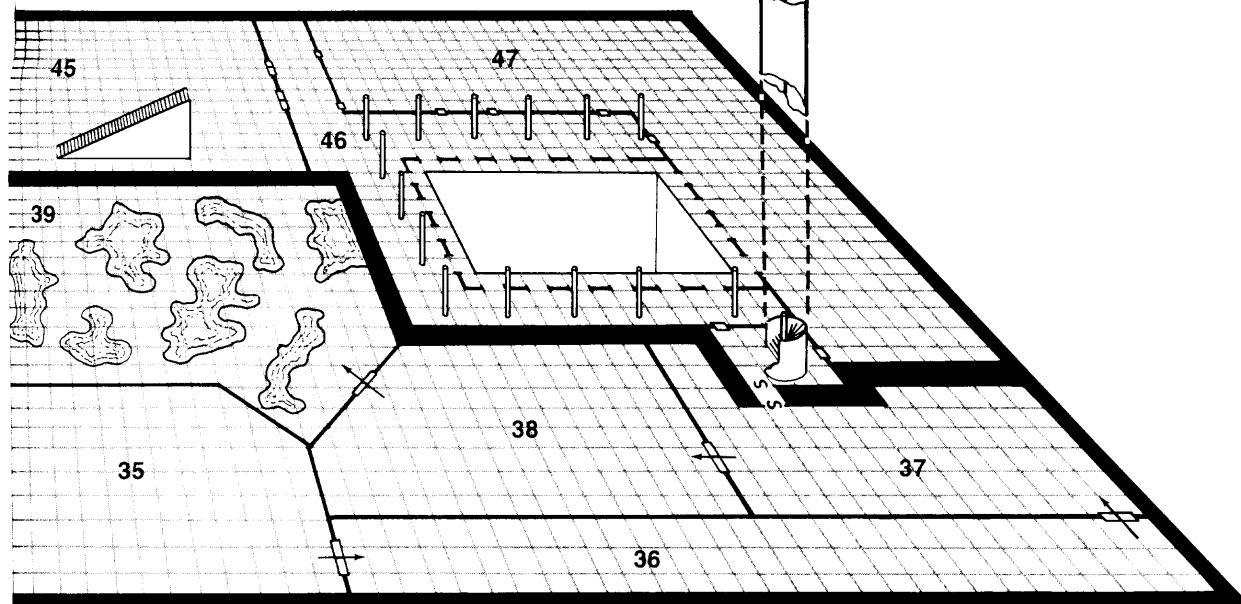
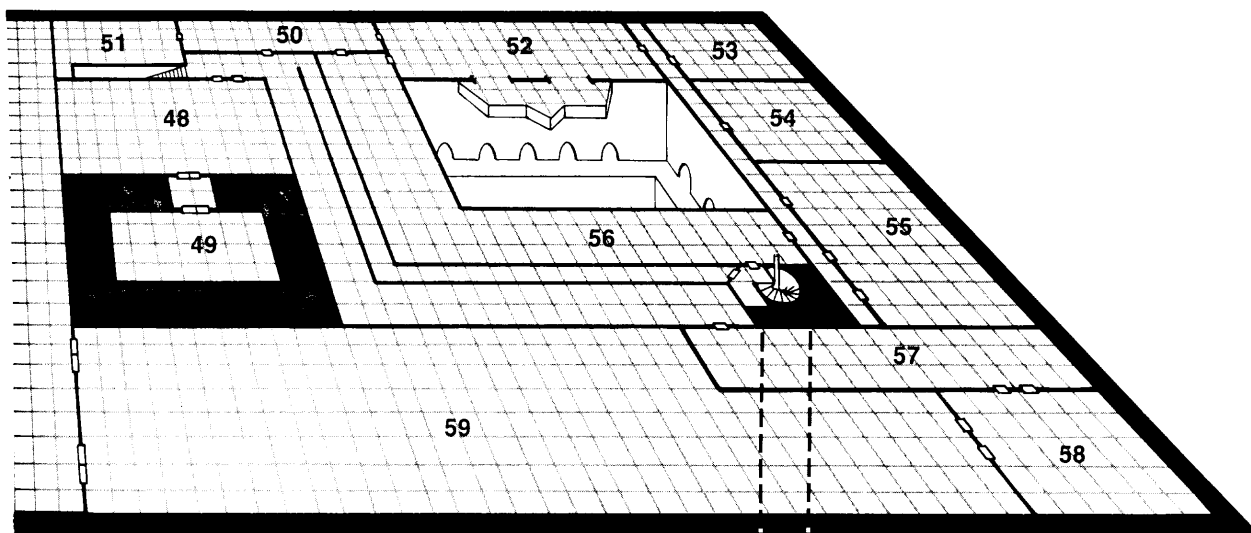
When the characters first enter the great cavern through the passage under the waterfall, it should be immediately obvious that this is a very populous region filled with evil creatures. Although no particular duergar poses much problem, several thousand duergar will certainly interfere with the mission, if not kill the heroes.

Any prisoners who were interrogated in the previous chapter will have tipped off the characters to the role of Orcus in this nefarious plot. Therefore the characters may decide to locate the center of Orcus's power and thus invade the temple prematurely.

If there are any NPCs with the party who are familiar with the Underdark (say, one of the Orothiar dwarves, or an educated halfling), have them suggest that the party might want to investigate their options before heading directly for the temple. Of course, it is up to the players whether to listen to this advice, but at least you've given them a chance.

Any duergar prisoner interrogated with sufficient strength (or the judicious use of magic) will reveal the history of the duergar realm as presented at the beginning of this chapter. (They do not know that there is more than one nexus that can bring Orcus into the Prime Material Plane—nobody but Orcus himself is yet aware of this.) This may motivate the PCs to seek out the remnants of the svirfneblin. The NPCs with the party should applaud this as a Good Idea.

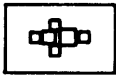
If the PCs should draw attention to themselves, through combat or other discovery, they lose the element of surprise. The guard at the Temple of Orcus is doubled and the duergar army attains a high state of readiness. Since everyone is expecting an attack, the characters will face greater opposition than might otherwise be the case. Intelligent players should think of this fact on their own.



Key



Mushroom Farm



Animal Pen



Water



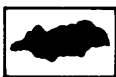
Escarpment
(rises 100 feet)



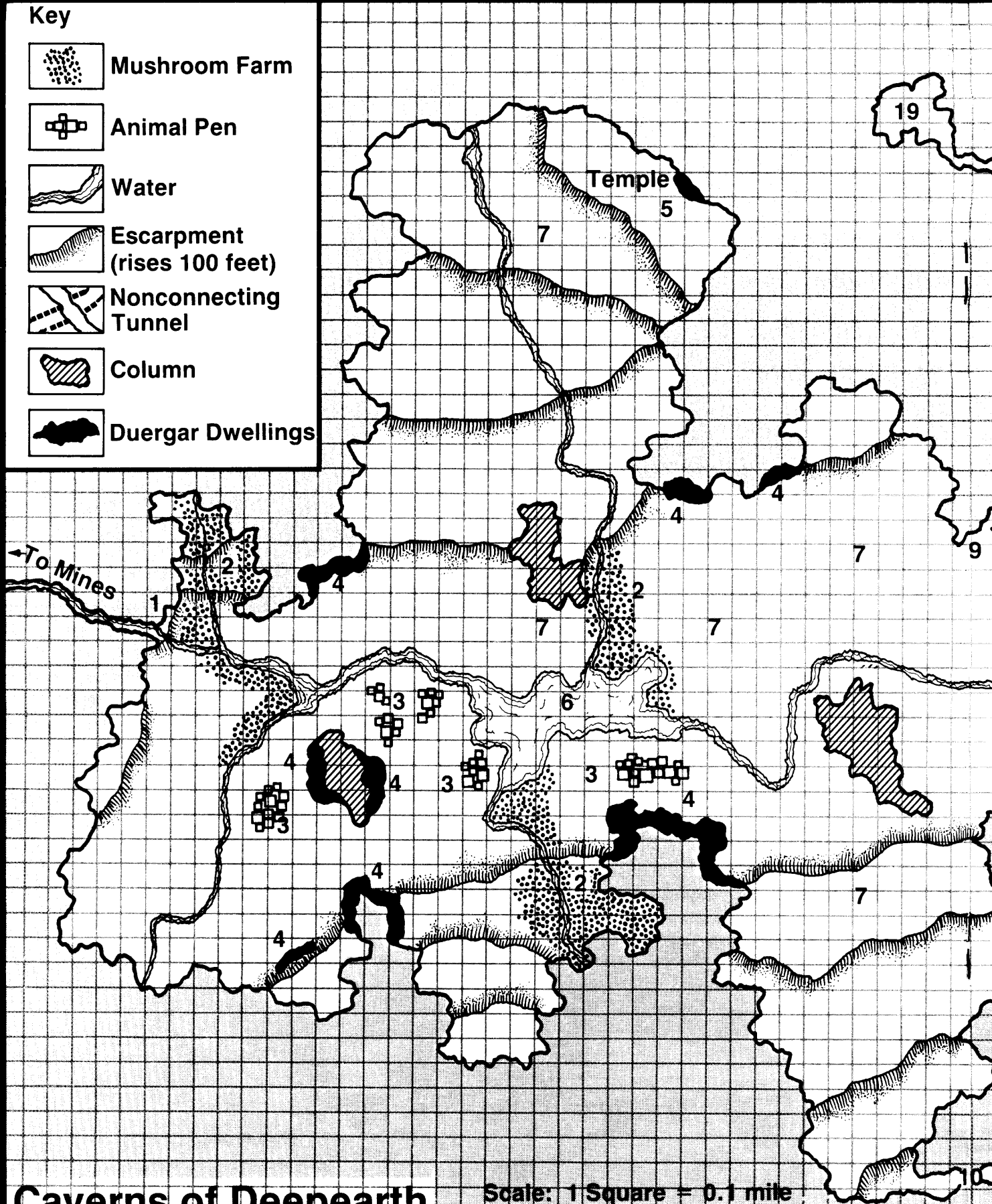
Nonconnecting
Tunnel



Column

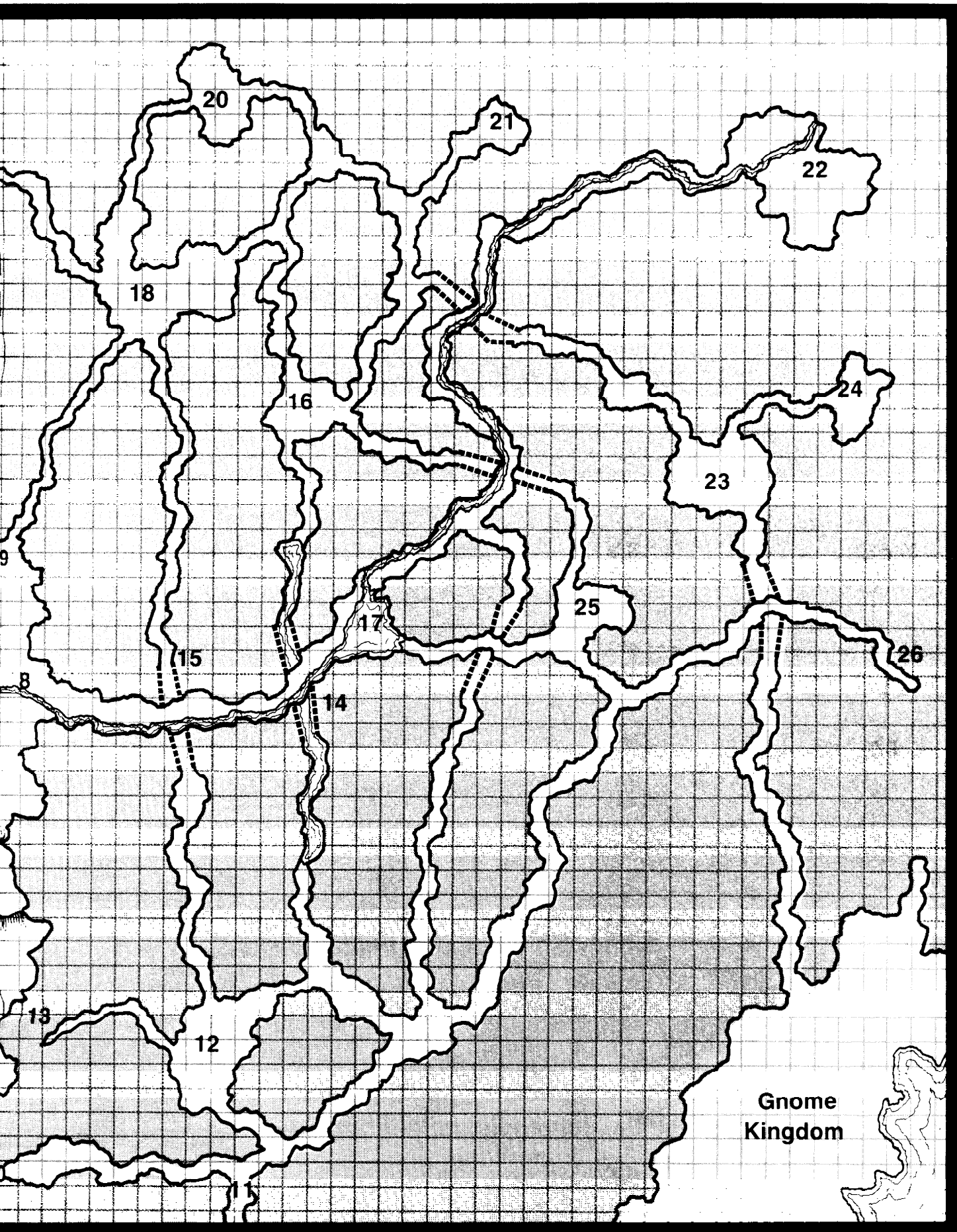


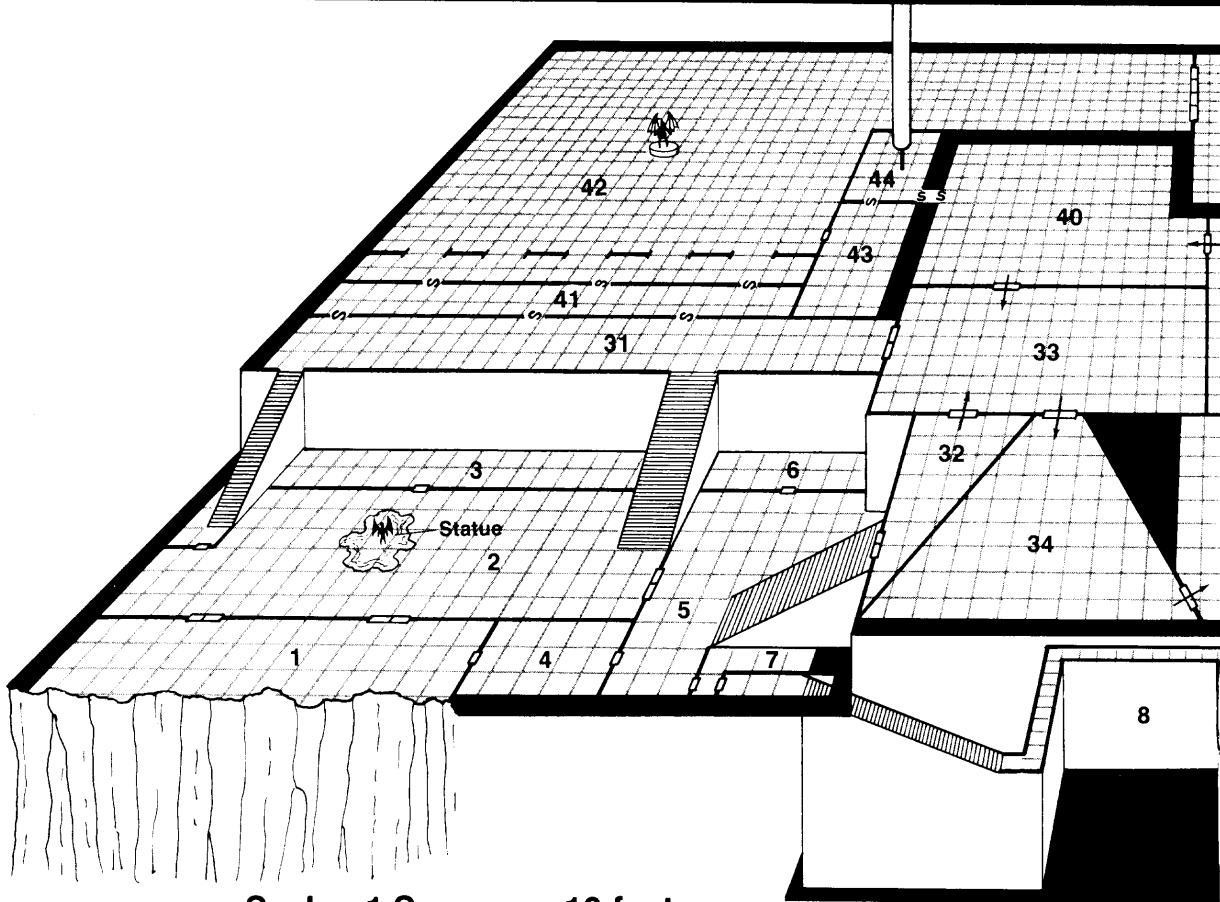
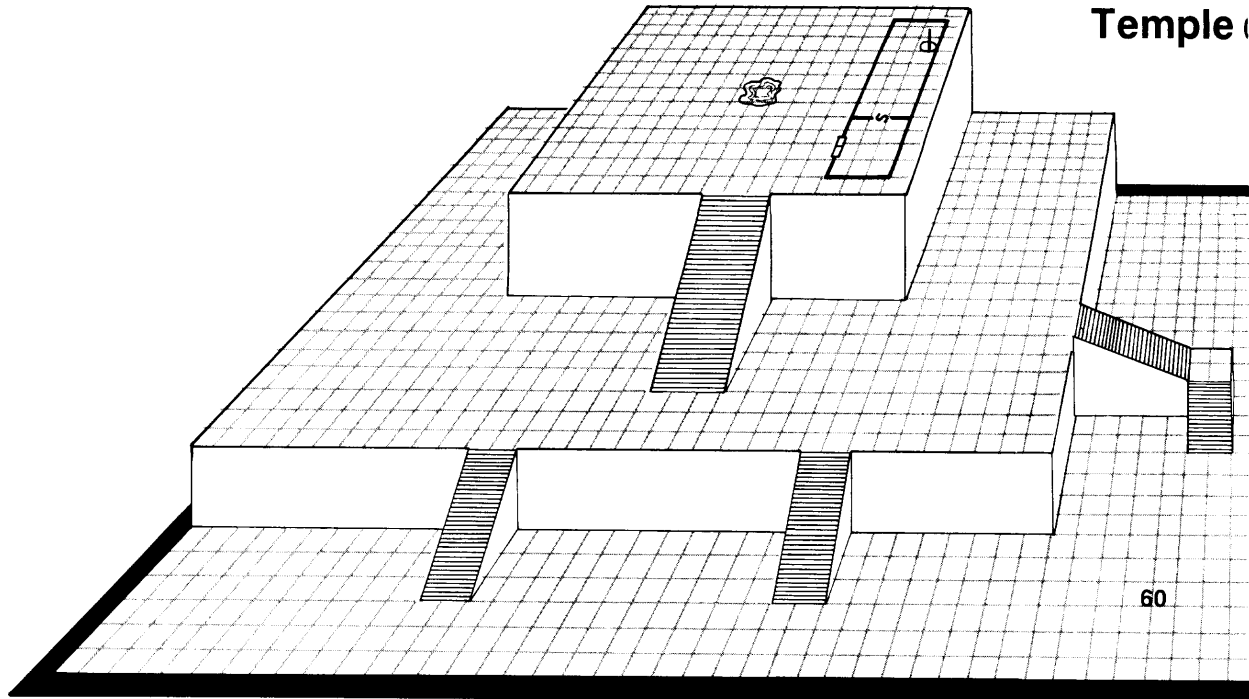
Duergar Dwellings



Caverns of Deepearth

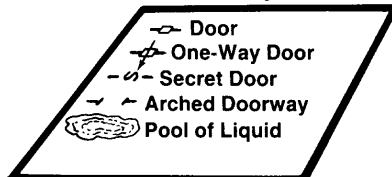
Scale: 1 Square = 0.1 mile





Scale: 1 Square = 10 feet

Key



The easiest and safest method for the PCs to cross over the duergar realm and out into the cavern network is through magic. *Invisibility* and *fly* spells would be a powerful combination for safety. Using these, the PCs can get good intelligence on the situation and move ahead with the adventure. Braver (or more foolhardy) parties may move along the ground, the better to eavesdrop on everyday duergar life, and perhaps to grab a prisoner or two for interrogation. This might also prove useful.

Caverns of the Underdark

8. Guard Post

As you follow the winding river out of the duergar valley and into the network of the great Underdark, you approach a wide cavern entrance. There, beside the entrance, is an army compound with over 1,000 duergar soldiers!

The duergar troops are only part of the threat here. A relay of duergar sorcerers have the following detect spells and devices in continual operation: *detect invisibility*, *detect good*, and *detect magic*. Anyone who tries to enter or exit the cavern who can be detected visually or by magic sets off the alarm. In addition to the troops, this compound has four shadow dragons. The sorcerers render the shadow dragons *invisible*, and they rise silently to the attack.

9. Shadows

This entrance to the tunnels is guarded by a patrol of 50 duergar troops.

The duergar guard post contains a huge ram's horn that can be heard for miles. They sound the alarm whenever they detect intruders. There is a 50% chance that sorcerers are here with *detect invisibility*, *detect good*, or *detect magic* in operation.

In addition to this obvious threat, inside the cavern entrance are 50 shadows that nest there to prey on unwary passers-by. The duergar know of their presence and use them as additional protection at this entrance. The shadows divide themselves as evenly as possible among the party members. Secretly roll an attack for each shadow. Do not inform the players that they have been attacked or that

they have lost hit points or Strength. Say instead that they feel an odd chill or shiver as they enter the cavern. Each round, the shadows try to touch the party members again, draining Strength and hit points. When a character loses more than 6 Strength points, tell him that he feels strangely weak. Any character whose Strength reaches 0 becomes a shadow, and his mortal body withers and dies. Only a *wish* spell can revive such a character.

Shadows (50): AC 7; MV 12"; HD 3 + 3; hp 22 each; #AT 1; Dmg 1d4 + 1; SA strength drain; SD + 1 or better weapon to hit; MR immune to *sleep*, *charm*, *hold* spells and cold-based attacks; AL CE; Size M; XP 313 each

In the darkness near the shadows' lair is a mound of drained corpses. The mound is within hearing distance of the army post. If the party takes two or more turns to search the corpses, they find the following treasure: 20,000 sp; 8,000 ep; 10,000 gp, 4,000 pp; 25 gems worth an average of 200 gp each; an *elixir of health*; a *potion of fire breath*; a *rod of alertness*; a set of *bracers of archery* (These last four magical items are all from *Unearthed Arcana*. Describe them in ordinary terms—"two potion bottles, a rod, and a set of bracers"—and let the players discover their properties.)

10. Narrow Passage

The already narrow corridor ahead is filled with rubble.

The blockage was placed here deliberately by the duergar. It runs for 100 feet. Characters can excavate the rubble manually (be sure to apply fatigue consequences), but no more than two can work at a time in the narrow space, or they can excavate magically. The duergar have rigged the ceiling to cave in if the area is excavated. Twenty feet of ceiling rock collapse directly over the head of the PCs, inflicting 8d8 points of damage to each character in the area. In addition, check for a cave-in chain reaction (*DSG*, p. 40).

The cave-in and excavation disturb a nest of 50 carrion crawlers. These hideous monsters attack the party at your convenience.

Carrion Crawlers (50): AC 3/7; MV 12"; HD 3 + 1; hp 15 each; #AT 8; Dmg paralysis; SA paralysis; SD nil; AL N; Size L; XP 640 each

There is a 50% chance that a cave-in and fight attracts a unit of 100 duergar soldiers. This automatically alerts the duergar city to the presence of the characters.

Duergar Soldiers (100): AC 4; MV 6" ; HD 1 + 2; hp 7; #AT 1; Dmg 1d8; SA psionics: SD + 4 save vs. magical attacks, immune to paralysis and poison; AL LE; Size S; XP 87

Buried in the rubble, and discoverable only after five or more turns of searching, is the following: 8,000 cp; 5,000 sp; 2,700 gp; a piece of horn $\frac{3}{4}$ ' in length set in some sort of handle or grip. This is a *hornblade*, *dagger-sized*, + 2 (another *Unearthed Arcana* item). The duergar are carrying 1d10 gp apiece. The duergar commander is also carrying a *sword* +1.

11. Passage to Deepearth

This corridor seems to continue forever.

In a way, it does. This passage leads into the Lands of Deepearth map from the *Dungeoneer's Survival Guide*. After several miles of twisting and turning corridor, it opens up into Area 3, Upper Caverns (*DSG*, p. 79). Once in this area, your campaign has access to the immense dungeon realms described in that volume, room for dungeon adventures beyond your wildest imagination! Happy adventuring!

This connection to Deepearth is designed for future adventures and has nothing to do with the current mission. If the characters go down this corridor, tell them that the way continues and continues and continues and continues, until finally—nothing happens! They should get the idea. After five or 10 miles of walking, if the PCs are still plodding along, have them meet a beholder. If that fails, send a few more beholders after them. Players who do not get the hint deserve whatever happens to them.

12. Earth Elementals

In the center of this huge chamber is a roughly-hewn stone altar.

The altar is bare except for an oddly-shaped bit of rock, roughly polished. On it is carved a single word, "Terrax." It looks like a *stone of controlling earth elementals*, but it is actually a *stone of summoning hostile earth elementals*. When the stone is held and the command word is spoken, the ground around the altar shakes. Four mounds of earth begin to push themselves upward, slowly forming man-shaped creatures. It takes four melee rounds for the earth elementals to form. At first they appear peaceful and acquiescent,

but as soon as they are given any command by the wielder of the stone, they attack, and four more mounds of earth start to form. Every four melee rounds, four more earth elementals join the fight. The elementals try to herd the party toward Area 13 (see below). If the party flees, the earth elementals follow, moving through the earth and past all obstacles. This continues until the stone is struck by a modified roll of 20 or better by a hammer or non-edged weapon (this shatters the stone), or until the party is destroyed.

Earth Elementals: AC 2; MV 6"; HD 16; hp 100 each; #AT 1; Dmg 4d8; SA yes; SD + 2 or better weapon to hit, various magical immunities; AL N; Size L; XP 4350 each

13. Stone-Eater

The walls of this corridor radiate heat, and there are small pools of liquid on the floor.

This is a corridor newly-carved by a stone-eater (see p. 48). The pools of liquid are acid, and cause 10d4 points of damage to flesh. The walls become hotter as the party continues down the corridor, finally becoming hot enough to cause 1d20 points of damage if touched.

The stone-eater is eating away at the corridor at the far end.

Stone-Eater: AC -10/0; MV 3"; HD 80; hp 400; #AT 1; Dmg 20d4; SA squirt acid, radiate heat; SD yes; AL N; Size L (80'); XP 27,200

14. Underground River

The corridor you are walking down has a stream running across the floor. This stream gets wider and wider until it eventually covers the corridor floor and begins to deepen.

The underground river runs for 1.3 miles (7,040 feet), and has a placid flow rate toward the north. The ceiling is only about five feet above the water level. At the lowest section (indicated on the map by dotted lines), the ceiling is only three feet above the water level. At each end of the river is a rickety-looking wooden raft, used occasionally by *svirfneblin*. Each will carry up to four man-sized creatures.

At the low-ceiling point, there are boulders sticking up in the water. There is a 20% chance of collision if no one has boating proficiency (5% otherwise); roll on Table 26: Boat Damage (*DSG*, p. 48).

15. Cave-In

This corridor appears to continue for miles.

At the low point of this corridor (indicated by dotted lines on the map), there is a 50% chance (or at DM whim) of a cave-in that blocks both ends of the corridor section, trapping the PCs in the middle, and diverting the river that flows above it into the closed space formed by the two cave-ins. It takes two turns for the area to fill completely with water.

16. Intellect Devourers

This cavern is home to two intellect devourers that are *hiding in shadow* as they await prey.

Intellect Devourers (2): AC 4; MV 15" ; HD 6 + 6; hp 50 each; #AT 4; Dmg 1d4 (x4); SA yes; SD yes; MR special; AL CE; Size M; Psionic Ability 200; Attack/Defense Modes C, E/F, G; XP 1910 each

The intellect devourers are very intelligent and look for just the right opportunity to strike. They prefer the most intelligent members of the party, and work to get them alone.

The lair of the intellect devourers is a small cave at the north end of the chamber (treat as concealed door). It contains the treasure of many victims, including 8,000 pp, 15,000 gp, several expensive necklaces worth a total of 10,000 gp, a *ring of truth*, and *Zagyg's spell component case*.

17. Lady of the Lake

The streams of this region all to converge in this crystal clear lake.

If a paladin of exceptional purity (DM's judgement on alignment performance) approaches this lake, he hears a *telepathic* female voice that tells him to remove his armor and equipment, leave his weapons behind, and walk into the lake. The paladin can choose whether to do this; if he does not, the voice stops and never speaks to him again. The paladin's *detect evil* sense is silent.

If he walks onto the lake, he does not sink, but continues walking to the lake's center. There, a nude woman of exceptional beauty (Comeliness 24) rises from the lake and takes his hand. All male characters who behold her (except the paladin) must make a saving throw vs. magic or die. Any character who attacks her immediately takes the maximum damage that his attack would have caused.

The woman introduces herself as *Calibela*, a

demigoddess of the *nixies*. She gives the paladin a glowing sword, and all the paladin's other weapons and devices (except armor and shield) vanish from the shore.

Calibela says, "This sword, Crusader, shall henceforth be your sole weapon against evil, and with it you shall conquer, so long as you be faithful. Slay a great demon with this sword, and it shall gain its full powers." Then she sinks beneath the surface of the lake. The paladin can walk back to the shore without sinking.

The sword is a *sword + 5, holy avenger*. When a major demon (Type III or better) is slain with it, it acquires the following special powers: *heal* once per day, provide *strength* to wielder once per day when combatting evil opponent, and *charm person* on contact once per day. Its special purpose is to slay demons and it has the power to *disintegrate* a demon on a natural (unmodified) roll 20. It is *telepathic* with its owner, and has ego and intelligence of 17. It can *commune* with *Calibela* once per week.

Crusader will not force its wielder to do anything stupid (like find *Orcus* and challenge him to a duel), but it does really like to slay demons. It will howl in anguish the first time its wielder runs from a demon. On a second instance of cowardice in the face of a demon, the sword teleports back to *Calibela* instantly, leaving the PC behind.

18. Lava Pits

The floor of this huge chamber is pockmarked with bubbling, smoking pools of hot lava.

The smoke is poisonous sulphuric gas. Each character must make a saving throw vs. poison each melee round or have all stats temporarily cut in half. Three consecutive failed saving throws result in death for that character. Stats return to normal values two turns after the character leaves this area.

19. Mushroom Field

Wild mushrooms of various colors, ranging in height from small caps to five-foot-tall giants, fill this cavern and make a strange underground forest. A druid has a 5% chance per level of recognizing the properties of the various mushrooms. They produce the following effects:

Purple: Raise Intelligence by 1 point once. If eaten again, reduces Intelligence by 2 points.

Red: Deadly poison, save at - 4 penalty.
Green: Hallucinogenic, generate random insanity as per *DMG* for 1d8 hours.

White: Operates as a *neutralize poison* spell (lifespan of 1d4 hours after picking).

Yellow: 50% chance of working as a *heal* spell or as a red mushroom.

Blue: Works as a *commune* spell cast by a 10th-level cleric, lifespan as white.

There is a 10% chance of setting off shriekers. If a shrieker sounds off, there is a 50% chance of wandering monsters (either purple worms or shambling mounds). There is also a large patch of yellow mold (20% chance of encountering).

20. Stalactites and Stalagmites

This cavern is filled with stalactites and stalagmites.

Among the natural features are 30 piercers and 20 ropers.

Ropers (20): AC 0; MV 3"; HD 12; hp 50 each; #AT 1; Dmg 5d4; SA six poisonous strands; SD yes; MR 80% ; AL CE; Size L; XP 3,550 each

Piercers (30): AC 3; MV 1"; HD 4; hp 20 each; #AT 1; Dmg 4d6; SA 95 % likely to surprise; SD nil; AL N; Size M; XP 140 each

21. Monster Mash

This cavern is home to a strange alliance: a neo-otyugh, two umber hulks, and four rust monsters. These creatures work together to find food.

Neo-otyugh: AC 0; MV 6" ; HD 12; hp 60; #AT 3; Dmg 2d6/ 2db/ 1d3; SA disease; SD never surprised; AL N; Size L; XP 2,400

Umbur Hulks (2): AC 2; MV 6"; HD 8 + 8; hp 60; #AT 3; Dmg 3d4/ 3d4/ 4d3-2; SA confusion; SD nil; AL CE; Size L; XP 2,020 each

Rust Monsters (4): AC 2; MV 18"; HD 5; hp 30 each; #AT 2; Dmg nil; SA rust; SD nil; AL N; Size M

They have no interest in treasure, but in a huge heap of dung and offal in one corner can be found 100 gems worth an average of 500 gp each and a *hat of difference* on the skull of an old corpse.

22. Displacer Beasts

The stream you have been following runs out of the rock of this cavern.

This is also the lair of a pack of 12 displacer beasts.

Displacer Beasts (12): AC 4; MV 15" ; HD 6; hp 40 each; #AT 2; Dmg 2d4/ 2d4; SA nil; SD - 2 on opponent's attack dice; MR save as 12th-level fighter, +2; AL N; Size L; XP 795 each

The displacer beasts have no treasure.

23. Svirfneblin Patrol

You hear the sounds of a marching patrol ahead.

This is a military patrol of 150 svirfneblin.

Svirfneblin (150): AC 2 ; MV 9"; HD 3 + 6; hp 20; #AT 1; Dmg 1d8; SA nil; SD *blindness, blur, change self*; MR 20% ; AL N(G); Size S; XP 425 each

The svirfneblin are on full alert and are trigger-happy. As soon as they see that the party members are not duergar, however, their leader calls for a truce.

The svirfneblin ask the party's purpose here. A shaman with the patrol has *detect alignment* and *detect lie* operating, so he can easily decide to trust the party. They then offer to escort the party to the Gnome King and march off in proper formation. Go to the next chapter.

24. Cavern

This cavern appears to be empty.

Not quite. In one corner, discoverable only after a long search, is an *efreeti bottle*. This efreeti is extremely angry after his millennia-long captivity and attacks those who release him. If he is subdued, he grants the normal number of wishes.

25. Spectre

Many years ago, a party of evil magic-users was slain here by demons. Their shades are bound to haunt the place of their death; they especially detest any living creature with the odor of magic about it.

Spectres (6): AC 2; MV 15"/30"; HD 7 + 3; hp 50 each; #AT 1; Dmg 1d8; SA energy drain; SD + 1 or better weapon to hit; MR special; AL LE; Size M; XP 2,150 each

The mummified corpses of those who became the spectres are buried under six mounds of stone. If exhumed, the corpses have between them 500 gp, six gems worth 10,000 gp each, and the following magical items: *ring of mind shielding*, *rod of security*, *Boccob's blessed book*, *cyclocone*, *gem of insight*, and *shadow lantern*.

26. Mysterious Corridor

A glowing light can be seen down this corridor.

As the characters approach the light, it moves off into the distance. It is a will-o-wisp. At the end of the corridor, the will-o-wisp has a *prison of Zagyg*. The will-o-wisp tries to imprison each party member until it succeeds. Each party member in turn (beginning with magic-users) must make a saving throw vs. magic. The first one who fails vanishes, and the light of the will-o-wisp suddenly dims out.

The captured character has been shrunk to ¼' in height and transported into the *prison of Zagyg*. The prison is well-hidden. The will-o-wisp must be killed and the party must thoroughly search the area to find the prison (at least two turns of searching and a successful *detect secret doors* attempt), then must figure out how to release the victim.

Chapter V: COUNCIL OF WAR



Realm of the Gnomes

The svirfneblin home in exile is a large cavern with a deep lake at its center. There is only one main corridor leading into it, and strong defenses keep it from being overrun. Occasional svirfneblin patrols conduct raids and searches into the corridors, and spies report on the duergar realm, but mostly they settle for a defensive position. They have neither forgotten nor forgiven the fact that they have been dislodged from their ancestral home and resent all dwarves (not just the duergar) for their fate.

The svirfneblin patrol escorts you through the gnomish city. It seems that the entire community is on a military footing; even the young are drilling with spears and crossbows.

Ahead of you is an armed fort, which the guard lieutenant informs you is the residence of the Gnome King, Ruggedo. Svirfneblin soldiers guard the large double-doors that swing open as you approach.

The king of the deep gnomes is sitting on a stone throne elevated on a dais. He is a wizened, blue-eyed gnome about three feet tall. The guard lieutenant and his men bow deeply before their king (the characters would be wise to do the same).

Assuming the role of King Ruggedo, interrogate the party about their actions. He is very interested in their experiences with the duergar and wants to enlist their help in his war.

He reveals the history given at the beginning of Chapter IV and offers the aid of his army if the PCs will lead them to defeat the duergar.

If the party agrees, the king wants to discuss military strategy. He reveals information about the svirfneblin force structure and the resources of their enemy, the duergar. He asks for advice and suggested tactics for an attack.

The king knows that there is something extremely nasty in the Temple of Orcus. He has been waiting until that demonic menace could be removed before launching his attack. It might be a good idea, he feels, if the attack can help cover an assault by the party on the temple.

You may play out the BATTLESYSTEM™ game option given on the next two pages, or you can have the battle happen off-stage instead. In the latter case, just assume that battle begins at the same time the party tries to sneak into the Temple of Orcus. If you decide to run the battle, you as DM will run the duergar (getting an assistant DM or a referee for the BATTLESYSTEM game portion will make your life a lot easier), and the players should take over the svirfneblin army.

PCs can use their time in the svirfneblin realm to recover spells and hit points and get ready for the next challenge.

The duergar have garrisons at each of the three approach routes connecting the kingdom of the gnomes to their own cavern. Each of these garrisons is posted within the duergar cavern, but not far from the tunnel entrance. A central reserve, which includes much swift cavalry, remains on duty and can be summoned as needed.

Historically, the gnomes have always attacked through the wide central tunnel. Thus the garrison at this tunnel is much larger than at either of the side tunnels. The gnomes will again attack down the central tunnel, unless the PCs present them with information about the lighter garrisons to the sides.

The garrison posted at each tunnel is instructed to hold its ground as long as possible. This it will do—it never falls back as a tactical maneuver, although it may rout away from its post.

Setting Up the War

The order of march of the gnomes can be determined by the players of that army, or by the PCs if the scenarios are played against the DM. Although the approach tunnels are

wide, only a 6" path down the center of each cavern is suitable for a marching army. Thus the army can advance in a column no wider than this.

The playing area can be as large as is convenient, but should be at least 3' x 5' if possible. The floor is irregular, climbing generally in the direction of the duergar. The dwarven line is based upon a two-foot-high stone wall that is 24" long. The player controlling the duergar sets up the wall before any figures are deployed. An area 1/3 to 1/2 as long as the entire playing area should be marked in the center of the playing area before setup begins. This is "no man's land," and no figures or terrain features can be placed here to start. After the starting duergar garrison is placed, the gnome army can trail off the map in its 6" - wide column opposite the dwarves. Any gnomes that cannot fit during the original

setup can file onto the map during subsequent turns—imagine them as a long column trailing back into the tunnel.

The duergar reinforcements begin arriving on the fourth Game Round, if there are still unrouted duergar units during the dwarf player's movement phase of Round 4. These reinforcements are subject to the same column width (6"-wide) that restricts the gnome forces. The duergar player can stop bringing reinforcements on at any time, in order to save troops for a later battle.

Available reinforcements include the entire reserve army, as listed on the roster. In addition, the duergar player can mobilize militia units to aid the fight, if possible. He receives one militia unit for every three Game Rounds that the battle lasts. The battle lasts until there are no unrouted duergar units on the field.

Following this initial engagement, the

gnomes will probably continue the attack, resulting in a second and larger battle. Any duergar units not committed to the initial battle, as well as any militia units that have mobilized, meet the advancing gnomes near the shore of the lake, in a cultivated region of many stone walls and patches of giant fungus (treat as forest). The outcome of this second, greater battle will likely determine who controls the large cavern for decades to come.

The Forces

The forces involved in the battle, and their pertinent BATTLESYSTEM™ statistics, are summarized on the following chart. Note that the gnomes are organized into one large force, and can be deployed as the players wish. The duergar are divided into four standing forces (three tunnel garrisons and the reserve) and militia.

The Gnome Army

Name/Type	AC	#Fig	HD	Ratio	Lvl/ Race/ Class	MV	Size	MR%	PPD	P/P	RSW	BW	SP	AR	ML	DL	Dmg Notes
1st Gnome	2	18	40	10:1	Gnome Ftr	9"	S	20%	10	12	12	13	13	18	12	12	1d6 2 darts/r (2d4, + 2 to hit)
2d Gnome	2	24					(as 1st Gnome)										
3d Gnome	2	18					(as 1st Gnome)										
4th Gnome	2	24					(as 1st Gnome)										
5th Gnome	1	18					(as 1st Gnome)										
6th Gnome	1	18					(as 1st Gnome)										
Mtn Reg	3	24	40	10:1	4 Dwarf Ftr	6"	M	0	10	11	12	12	13	18	13	13	1d8 Mercenaries
Hill Reg							(as Mtn Reg)										
1st Archer	2	24	30	10:1	3 Gnome Ftr	9"	S	20%	10	12	12	13	13	18	11	11	1d6 Shortbow, range 5/10/ 15"
2d Archer							(as 1st Archer)										
3d Archer							(as 1st Archer)										
Earthwalkers	2	24	32	2:1	16-HD Earth Elem	6"	L	0	10	7	5	9	6	17	15	13	4d8 +2 weapons to hit

The Duergar Army

Name/Type	AC	#Fig	HD	Ratio	Lvl/ Race/ Class	MV	Size	MR%	PPD	P/P	RSW	BW	SP	AR	ML	DL	Dmg Notes
The South Garrison																	
3d Guard	4	24	30	10:1	3 Duergar Ftr	6"	S(M)	0	9	10	11	0	12	12	18	14	1d8
3d Rider	4	15	40	10:1	4 Duer Ftr/Steed	12"/24"	Cav	0	9	10	11	12	12	18	13	11	2d8+2 +2 swords

The North Garrison

4th Guard							(as 3d Guard)										
4th Rider							(as 3d Rider)										

The Center Garrison

1st Guard							(as 3d Guard)										
2d Guard							(as 3d Guard)										
1st Rider							(as 3d Rider)										
2d Rider							(as 3d Rider)										


The Reserve Garrison

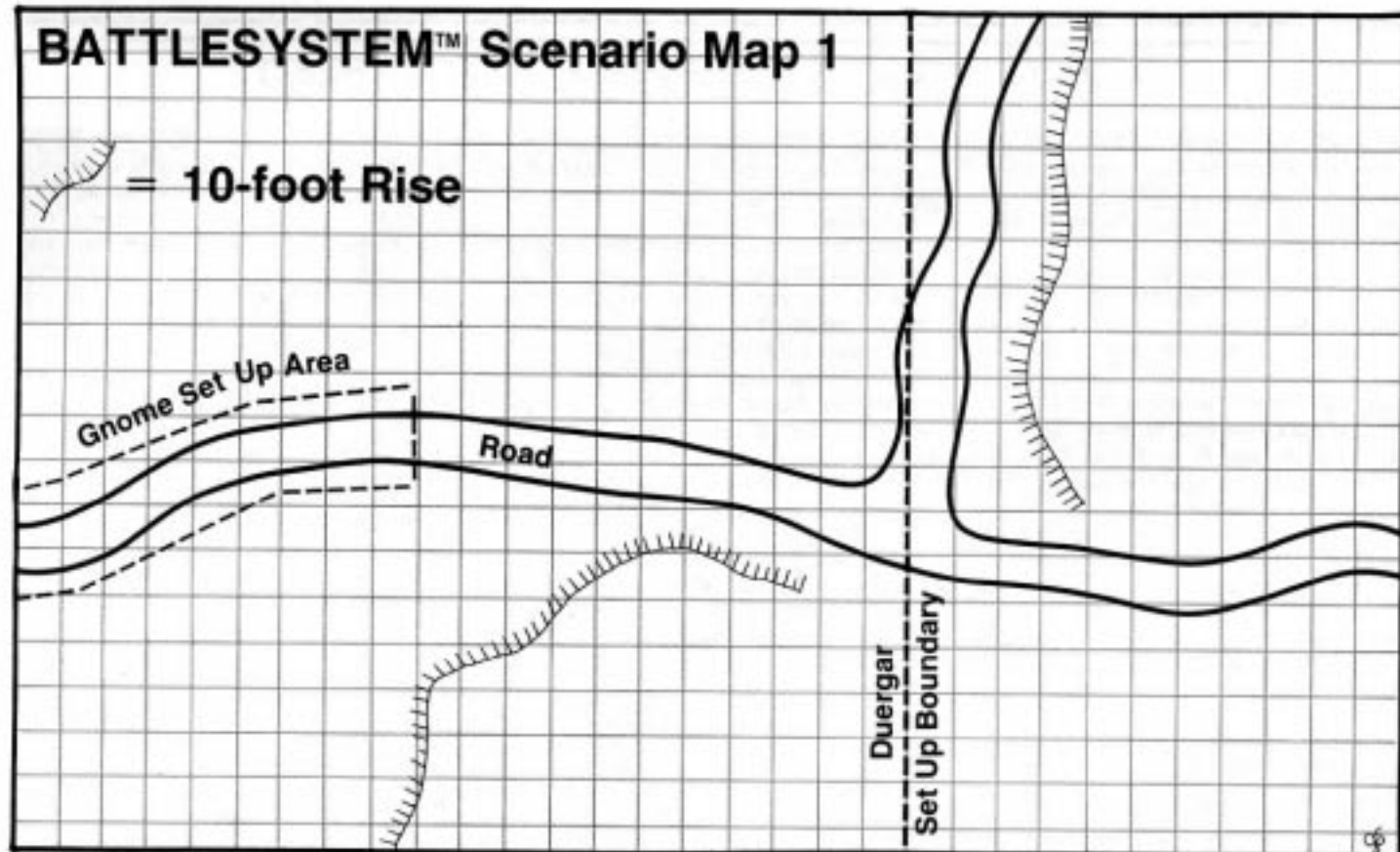
1st Reg	4	16	20	10:1	2 Duergar Ftr	6"	S(M)	0	10	11	12	13	13	20	11	11	1d8
2d Reg							(as 1st Regiment)										
3rd Reg							(as 1st Regiment)										
4th Reg							(as 1st Regiment)										
5th Rider							(as 3d Rider)										
6th Rider							(as 3d Rider)										

The Militia Units

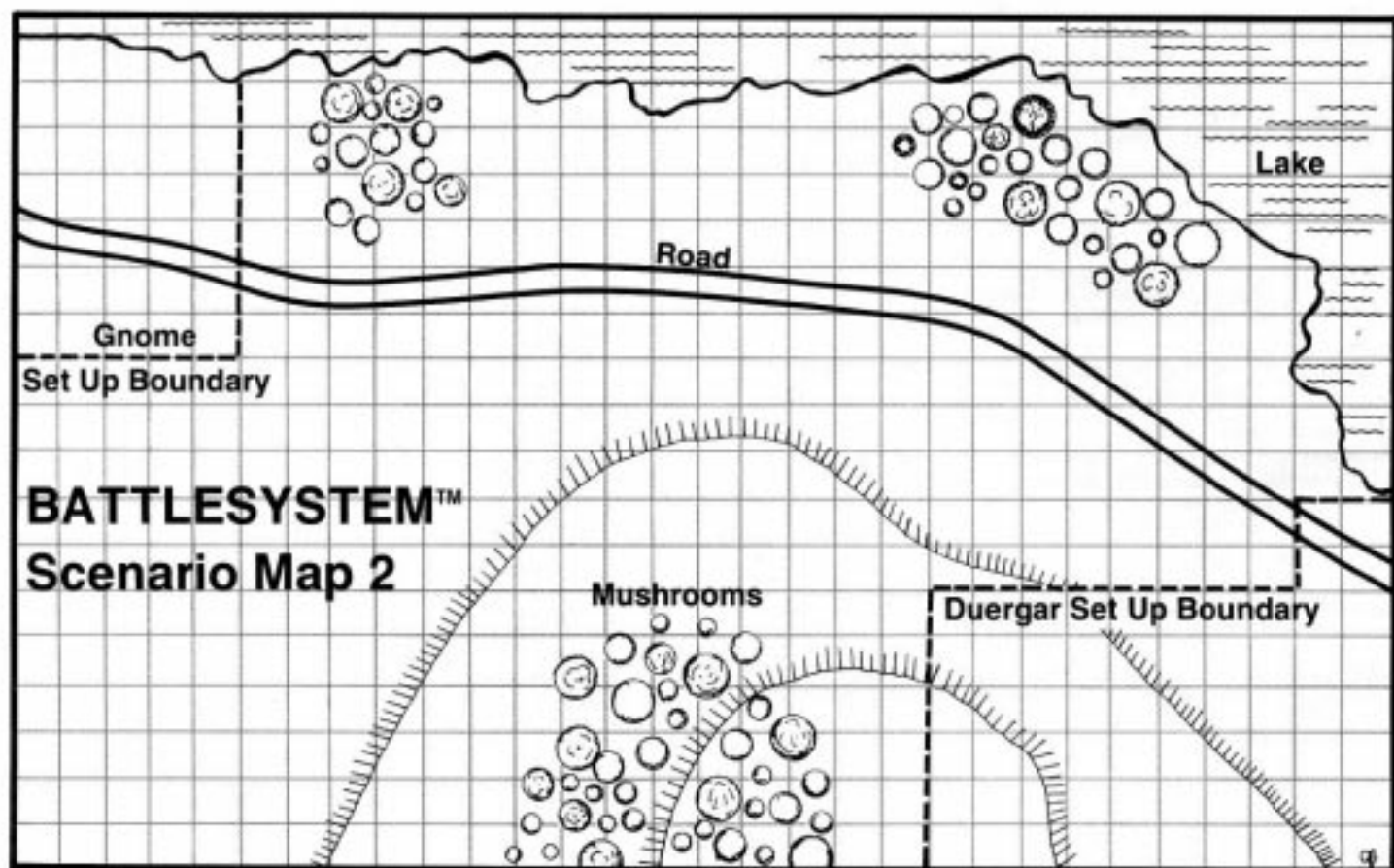
Militia	4	30	10	10:1	1 Duergar Ftr	6"	S(M)	0	10		12	13	13	20	9	10	1d6
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BATTLESYSTEM™ Scenario Map 1

 = 10-foot Rise



BATTLESYSTEM™ Scenario Map 2



Chapter VI: THE TEMPLE OF ORCUS



This brooding edifice serves as the focal point of the duergar culture. Located high in the wall of the duergar caverns, the temple is accessible only by flight or by climbing the treacherous, twisting stairway that switches back and forth across the cliff face below the temple.

The temple serves multiple purposes in the duergar society. It is home to the race's clerics and the focal point of their foul worship. Its arena and beer hall draw hundreds of the dark dwarves to their daily bouts of deadly combat and drunken ribaldry. But most of all, the temple is a deadly monument to the corrupt and evil nature of the duergar's avowed deity: Orcus, Prince of the Undead.

The stairway climbing to the temple is a mere 10 feet wide. It climbs a vertical distance of 400 feet from the cavern floor and contains eight switchbacks. No railing protects the climber.

The walls, floors, and ceilings of the temple have all been treated with a special substance added to the mortar of the stones themselves. This substance prohibits the passing of any *ethereal* creatures or objects. Although *ethereal* existence and movement within the rooms of the temple is not affected, passing from one chamber to another *ethereally* is impossible.

In addition, the proximity of Orcus's power has caused the temple itself to gain a magic resistance of 60%. This resistance affects all parts of its actual construction, such as walls, floors, ceilings, stairways, doors, and the like. Furniture and inhabitants of the temple are not affected.

Daily Schedule of the Temple

The temple passes through two distinct phases in each 24-hour period. For 16 hours the temple is quiet, its halls deserted and the clerics engaged in meditation or other, more sinister, activities. Then for eight hours, the temple is quickly filled with rambunctious duergar from throughout the Deepearth cavern. These dwarves watch a series of events in the temple's huge arena and drink large quantities of ale and mead in the huge hall adjacent to the arena. The proceeds from this entertainment provides the coffers of the temple with considerable revenue.

The two time periods are referred to as the quiet period and the boisterous period under various encounter area descriptions. You must keep track of the passage of time during the

adventures so that you know which period is in effect at a given time. Conditions in encounter areas can vary considerably between the two periods.

Player characters will do well in this adventure to learn as much about encounter areas as possible before venturing into them. A good way to gain such intelligence is the interrogation of prisoners. The duergar do not provide information willingly, and there is only a 20% chance that a given prisoner will break under physical methods of persuasion. Charm and other spells, of course, provide the best means of gaining this information.

Duergar visitors to the temple know nothing except the path to and from the arena and the beer hall. Guards are familiar only with their specific area of posting. The acolytes know about the entire arena area and the monster holding pens. Only the higher level clerics are familiar with the upper level of the temple, including the *teleportation* portals in Area 58.

Encounter Areas

1. Outer Plaza

This open spaces lies at the summit of the long stairway climbing to the temple. During

the boisterous periods, the plaza and stairways are crowded with entertainment-seeking duergar moving loudly to and from their ribaldries. At all other times, the plaza is deserted.

The massive doors leading to Area 2 are made of solid bronze, inlaid with a fearsome likeness of Orcus's face. They are unlocked. The door to the side, leading to Area 4, is black and made of solid iron. It is sturdily locked, and any attempts to pick the door suffer a -10% penalty. If the attempt fails, the surface of the door explodes outward, inflicting 6d6 points of damage upon all characters within 30 feet. Characters saving vs. breath weapon only suffer 1/2 damage.

2. Hall of the Fountain

This large chamber is brightly illuminated by numerous torches placed in wall sconces. The center of the room is occupied by a tall fountain, in the form of a succubus that sprays a clear liquid into a large pool. During the boisterous periods, this room is crowded with duergar. At other times it is abandoned.

The fountain serves a magical purpose, for the stairways climbing from the room are trapped. A character who wishes to ascend any of the three stairways leading up from this level must first dip his hands, or any other portion of his body, in the waters of the fountain. If he does so (as all the duergar do when they pass through this chamber), the character can climb the stairs with no problems. If not, the character suffers 3d6 points of damage each time he steps upon one of the steps. The damage is caused by a short, hot gout of flame.

Each stairway has 50 steps, although characters can ascend them by stepping on every second or third step.

3. Armory

This room is sealed with a locked iron door. It contains weapons that might be needed for the defense of the temple, in the event of an invasion or attack. Stored here are 400 crossbows, 800 war hammers, 400 shortswords, and 1,000 sets of (dwarven-sited) plate mail and shields.

4. Antechamber

This room serves as a side entrance to the temple. It is occupied by two stone golems that attack anyone entering the chamber who does not display the unholy symbol of Orcus.

Stone Golems (2): AC 5; MV 6"; HD 12;

hp 60; #AT 1; Dmg 3d8; AL N; Size L; SD + 2 weapons needed to hit, immune to most spells; XP 8,950 each

5. Lower Hall

The centerpiece of this large chamber is the wide staircase leading to the next higher level. The chamber is well lit with torches placed around the walls. It is almost always deserted, although guards taking prisoners to the dungeons approach the lower level through this hall. The doors connecting the hall to Area 2 are unlocked.

6. Magic Arsenal

This room contains weapons that may be used to defend the temple against attack, but its contents are much more valuable than those in the armory. Consequently, the room is better protected.

The door to the chamber is of solid iron, securely locked (-25 % to picking attempts). Before a thief even gets to the door, however, he must contend with a mimic. The monster is stretched across the door and is mimicking the door. It attacks and attempts to trap any thief who tries to pick the lock. Simultaneously, three lurkers drop from the ceiling outside the door. At least one attacks the thief.

Mimic: AC 7; MV 3"; HD 10; hp 62; #AT 1; Dmg 3d4; AL N; Size L; XP 2,020

Lurkers Above: AC 6; MV 1"/9" ; HD 10; hp 50 each; #AT 1; Dmg 1d6; AL N; Size L; XP 2,200 each

Characters entering the arsenal will discover an array of magical weapons and armor: four quivers containing 20 *arrows* + 2 each, one quiver containing 20 *cursed arrows* - 4, five *shields* + 3, five *cursed shields* - 3, a suit of *plate armor* + 4 (dwarf sized), 10 *spears* -5, five *spears* + 3, and five *cursed backbiter spears* - 3.

7. Hall of Despair

The purpose of this small passage is to achieve the complete demoralization of any prisoners being escorted to the dungeon. The hall resounds with a hopeless, wailing sound that carries loudly throughout the chamber from no apparent source. Any characters of good or neutral alignment must make a saving throw vs. spell, or become despondent and passive for 1d6 turns. Characters affected cannot initiate attacks and fight with a -2 penalty to all attacks for the duration of the effect.

8. Dungeon Stairs

These passages are chill, dimly lit tunnels carved through bare rock. Torches flicker at 100-foot intervals, but the rest of the passages are virtually dark.

9. Lower Guardroom

This room is occupied by 10 duergar guards at all times. Two of them carry small brass horns and try to alert the dungeon of any attack or intrusion. Although the nature of this lowest level of the temple changes little from the quiet to the boisterous periods, many encounter areas are described in two modes. The second mode should be used if an alert has been sounded.

Duergar Guards (10): AC 2; MV 6" ; HD 3; hp 16 each; #AT 1; Dmg 1d6 (shortswords); AL LE; Size S; XP 60 each

10. Cells

Each of these bleak chambers is secured by a heavy iron door. The doors have small, narrow plates in them so that food and drink can be passed to prisoners without opening the door. About 25 % of the cells are occupied, always with one prisoner per cell. Four out of five prisoners are *svirfneblin* caught too far from safe territory; the other prisoners are duergar who have betrayed some basic tenet of their cruel and vicious faith. All will welcome a chance to escape.

11. Overflow Cell

This large chamber is secured like the smaller cells. Its purpose is to hold large groups of prisoners. If the duergar have been moderately successful in the battle with the *svirfneblin*, the cell contains 40 deep gnomes; otherwise, it is empty.

12. Preparation Room

If prisoners are selected for combat in the arena, this is the room where they are outfitted for their events. Numerous swords, spears, hammers, and maces are locked into a case along the far wall. Prisoners are brought in one at a time by a troop of 12 duergar guards. The prisoner's hands and feet remain shackled (MV 1/3 normal, -4 to all attacks and damage) while the weapons are girded upon them. Only after they have been escorted to Area 17 and locked within it are the shackles removed.



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Prisoners being outfitted for arena combat are usually given their choice of weapons from the rack. In addition, they are provided with studded leather armor.

Duergar Guards (12): AC 2; MV 6" ; HD 3; hp 16 each; #AT 1; Dmg 1d6 (shortswords); AL LE; Size S; XP 60 each

13. Guard Ready Room

This chamber contains another 24 duergar guards. They are on duty constantly and rush to the scene of any disturbance. Half of these guards are armed with light crossbows; each so armed also carries three poisoned quarrels.

Duergar Guards (24): AC 2; MV 6" ; HD 3; hp 16 each; #AT 1; Dmg 1d6 (shortswords), 1d4 + poison (crossbows-range 6/12/18); AL LE; Size S; XP 60 each

14. Guard Barracks

This chamber contains 36 pallets of straw and smells strongly of unwashed duergar. Eighteen unarmed and unarmored duergar rest here. If the alarm is raised, they arm themselves and are ready for action in six rounds. If an enemy is not located, this troop begins a thorough search of the low level of the temple. Nine of these dwarves are armed with crossbows, and they all carry shortswords.

15. Arena Guardroom

This chamber is used by the guards who watch the prisoners sent to the arena. It are garrisoned by 24 guards equipped as those described in Area 13. If the alarm has been sounded, the guards are watching the doors leading to the room and cannot be surprised by attackers coming through any existing portal.

16. Hallway

This darkened passage is secured by heavy iron doors that are securely locked (-10 to lock-pick chances). It is generally unoccupied.

17. Prisoner Ready Room

When prisoners are to fight in the arena, they are first locked in this room, which is separated from Area 15 by bars, not a solid wall. The prisoners' shackles are released through the bars. When the time is right, guards in Area 15 can open the doors to the arena by remote control. Prisoners who do not enter the arena with proper alacrity are encouraged with volleys of crossbow bolts shot through the bars at them.

18. Gladiator Ready Room

This room is outfitted with posh furs, soft chairs, and colorful tapestries. It is used by gladiators and other mercenaries who fight in the arena.

19. Arena Floor

This broad area is lined with sand and well lit during periods of boisterousness. During the quiet periods it is dark. Sheer walls climb 40 feet to the first gallery. The High Priest's box stands another 40 above the gallery. The doors leading into the arena are made of extremely heavy wood that is reinforced by iron bars. The doors cannot be opened from within the arena.

Six events are scheduled for the arena during each period of boisterousness, almost all of them fights to the death. If PCs are taken prisoner, they are sent to the arena to fight among themselves, with the survivor being promised his freedom (heh, heh). Other common events include brawls among duergar who get out of hand in the beer hall, bouts between prisoners and monsters, or between prisoners and well-armed duergar gladiators. Occasionally Orcus sends a very minor demon to fight for the entertainment of the watchers.

20. Brawlers Ready Room

This large room is provided for any duergar who have been sent to the arena for excessive violence. Several kegs of ale are kept chilled here, for the priests do not wish to inhibit the brawlers before sending them into the arena. Stored in a rack against the far wall of this room are an assortment of weapons, including shortswords, hammers, crossbows, and spears. In addition, duergar brawlers can outfit themselves in chain mail and shield from the same rack, giving them a considerable advantage over the prisoners that they are called upon to fight.

21. Entrance Hall

This well-lit chamber simply allows passage to and from the stairway for duergar brawlers. None of the doors leading into it are locked.

22. Smaller Ready Room

This room is much like Area 20, except for size. It is used by duergar brawlers if more than one group is to fight in the arena. The second group sent down uses this room, while third and subsequent groups (if any) are crowded into Area 20 to prepare.

23. Monster Ready Room

This large chamber smells of dung and straw. It is used to allow passage for monsters that are being taken to the arena for combat. In the event of an alarm being raised, both sets of doors leading to this room are propped open.

Areas 24-30

If an alarm has been sounded in the temple, the keepers release all of the monsters kept in these cages. The keepers who tend these monsters are all acolytes of the temple. If an alarm has not been sounded, 3d6 of these clerics can be encountered here, feeding and watering the monsters. When the alarm is sounded, the keepers open all of the cages, then flee up the stairway. Since the doors in Area 23 are also open, these monsters have the run of this part of the dungeon, including the arena floor. The monsters are conditioned not to attack each other. Instead, they seek out and eagerly attack any human or humanoid types unfortunate enough to venture into this area. The monsters attack together, 1d4 rounds after the intruders enter the area. They fight until 2/3 of them have been slain.

If no alarm has been sounded, the monsters are found in their cages. Each cage is a stone-walled room, secured with a heavy door. The doors are held shut by thick iron bars on the outside.

Acolytes of Orcus (3d6): AC 9; MV 6" ; HD 1; hp 5 each; #AT 1; Dmg 1d6+1; AL CE; Size S; Spells: (1 per acolyte) *bless*, *curse*, *command*, *cure light wounds*, *cause light wounds*, *detect good*, *detect magic*, *light*, or *darkness*

24. Hydra Cage

This room is the lair of a 10-headed hydra, veteran of many arena bouts. Ten large water buckets stand against the far wall.

Ten-Headed Hydra: AC 5; MV 9" ; HD 10; hp 48; #AT 10; Dmg 1d8 (x10); AL N; Size L; XP 2,172

25. Manticore Cage

Within this room are kept six large manticores. If discovered here, they are pacing restlessly back and forth and instantly fire their tail spikes at intruders. The monsters then charge furiously.

Manticores (6): AC 4; MV 12" / 18"; HD 6 + 3; hp 29 each; #AT 3 (+ tail spikes); Dmg 1d3/ 1d3/ 1d8 (+ 1d6 x 6); AL LE; Size L; XP 857 each

26. Muckhole of the Catoblepas

The foul stench of this chamber extends even beyond the closed doors. Once the portals are opened, characters must clench their teeth to avoid nausea. At the far end of the room lies a pool of brown water, thick with mud. It is from this that the horror living in the room will arise, if it is still here.

Catoblepas: AC 7; MV 6"; HD 6 +2; hp 25; #AT 1; Dmg 1d6 + stun; AL N; Size L; XP 900

27. Cage of the Hellhounds

The great beasts imprisoned here pace constantly back and forth, awaiting a chance to gain their freedom and run. If they have been freed, they lead the pack of monsters to the intruding PCs.

Hell Hounds (6): AC 4; MV 12" ; HD 7; hp 32 each; #AT 1 (+ breath); Dmg 1d10 (or 7); AL LE; Size M; XP 496 each

28. Gorgon Pen

Another type of frightful creature paces restlessly in this cage, anxious for an opportunity to cause death and destruction. One of the most popular types among the duergar for arena combat, the gorgons have been specially prepared for mayhem. Their horns have been sharpened with metal cutting edges attached to increase the damage these monsters can do with a gore attack.

Gorgons (2): AC 2; MV 12"; HD 8; hp 44 each; #AT 1 (+ petrifying breath); Dmg 2d10; AL N; Size L; XP 2,190 each

29. Hold of the Beholder

The most intelligent of the duergar monsters, the beholder would very much like to escape from its confinement. It bears no love for its captors and would actually prefer to attack the duergar to any other victims. Failing that, however, it takes whatever prey comes along....

Beholder: AC 0/2/7; MV 3"; HD 14; hp 60; #AT 1 (+ gazes); Dmg 2d4; AL LE; Size L; XP 14,100

30. Red Dragon Aerie

This huge, vaulted chamber contains another of the popular arena attractions: a pair of powerful red dragons. Like the beholder, these monsters would relish a chance to strike at their captors, but they are suitably blood-

thirsty to attack any intruders. Their cage has two ledges, 20 feet up on the wall, that serve as perches. If encountered here, the dragons are perched on these ledges. They quickly dive at the door if it is opened.

Huge Old Red Dragons (2): AC - 1; MV 9" / 24" ; HD 11; hp 66 each; #AT 3 (+ breath); Dmg 1d8/ 1d8/ 3d10 (66); AL CE; Size L; XP 3,906 each

31. Hall of History

This long passage is dedicated to the duergar victory over the svirfneblin that allowed the dwarves to claim this vast cavern complex. A series of tapestries hang along the wall opposite the stairs, detailing the arrival of the demon from the pool of mercury, its subsequent rampages through the deep gnome domain, and the arrival of the duergar army that easily routs the surviving deep gnomes. The hallway is illuminated by countless torches.

At the end of the hallway, a pair of golden doors gleam attractively. The entire passage is set up to make intruders think that those doors lead to the center of the temple. In reality, they lead to a series of deathtraps: the eight tests of Orcus.

During the quiet periods, this hallway is abandoned. During the periods of boisterousness, many dwarves pass through on their way to their devotions, and a garrison of duergar guards stand alert before the tapestries. Every ½ hour during the boisterous periods, the tapestries are pulled aside and the secret doors opened, allowing the dwarves to enter the true center of the temple.

The secret doors are not only concealed behind the tapestries, but cleverly designed to blend in with the rest of the stone wall. Thus characters have to pull the tapestries aside before they can even begin to search for the doors.

32. Hallway

This triangular shaped hallway leads to a pair of golden doors like those in Area 31. These doors also lead, not to the center of the temple, but to the eight tests of Orcus.

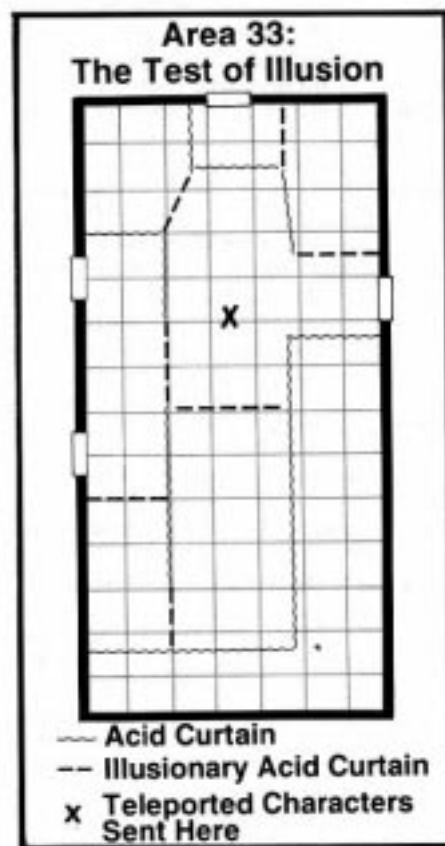
The Tests of Orcus

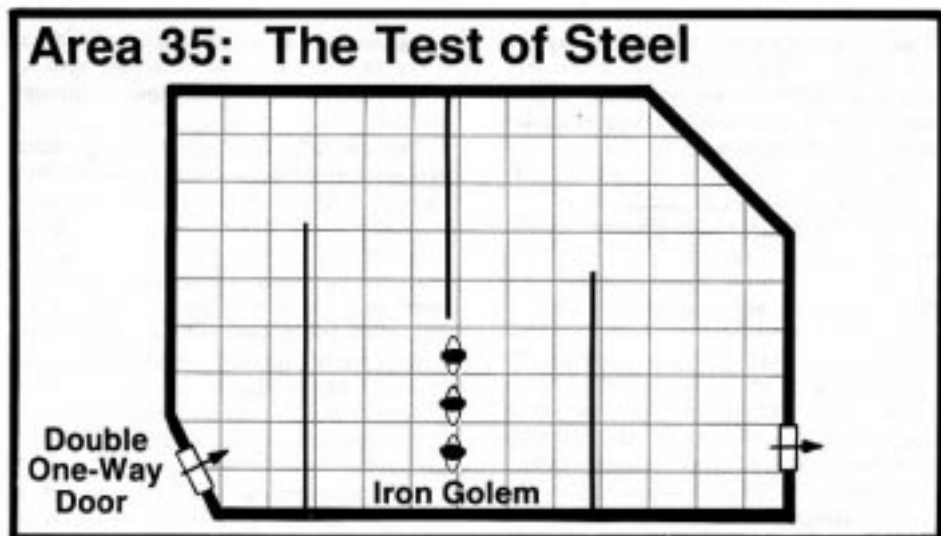
These eight chambers (Areas 33-40) contain challenges and death traps designed to end the careers of snooping adventurers who find their way in here. They are also occasionally used to test the mettle of powerful characters

being considered for high positions, or as the judge and jury of certain criminals, who are granted their freedom if they make it through the tests.

The golden doors leading to these chambers only work one way, so characters must follow through in the direction indicated. As characters pass through the doors, they receive no indication that the doors are one way—a character preceding his companions into a room would be able to look around and see the others behind him. If that character attempts to leave, however, he discovers that his passage is blocked by a wall as solid as stone. As soon as the other characters enter the room, the doorway disappears, to be replaced by a bare wall.

All of the chambers are well lit, although the light emanates from no apparent source. The ceiling of each is 20 feet high. The monsters, traps, and other features of the rooms automatically return to full strength when a given room is empty. Also, any magical changes or physical destruction wrought by the PCs disappear, so characters going around twice would find everything just as it was the first time they took the tests.





33. Test of Illusion

Shimmering curtains of mist fall from the ceiling of this room, obscuring the view for more than 20 or 30 feet. The mist is a greenish color and smells faintly pungent. It is, in reality, a strong acid. If a character so much as touches one of these acid curtains, he sustains 1d12 points of damage. If he actually passes through, the damage is 4d12 points. The areas shown on the detail map as dotted lines are illusionary acid curtains that resemble the real ones in appearance, but cause no damage.

When characters enter this room for the first time, the only visible passage out is the door leading to Area 34. When and if they enter the room from Area 40, the door to Area 34 will still be visible, as will the doors leading to the outer hallways. Of course, the characters have to pass through the acid curtain maze to see these doors, since the curtains effectively mask line of sight.

34. Test of Might

This chamber contains one of the most fearsome monsters in the prime plane: a tarrasque. The monster remains dormant until the doors open and someone or something enters the room. At this point, the tarrasque attacks and attempts to devour as many intruders as possible. It becomes dormant again when the intruders leave the room.

Tarrasque: AC - 3; MV 9" (+ 6" rush); HD 66; hp 300; #AT 6; Dmg 1d12/ 1d12/ 2d12/ 5d10/ 1d10/ 1d10; AL N; Size L; XP 37,500

35. Test of Steel

The path through this way winds around several six-inch-thick iron walls before arriving at the exit. Posted halfway through the chamber are three iron golems. These monsters attack any characters venturing into the room, as soon as they see them. Sight is the only sense that these golems respond to, so invisible characters, even if they are very loud, can pass the golems undetected.

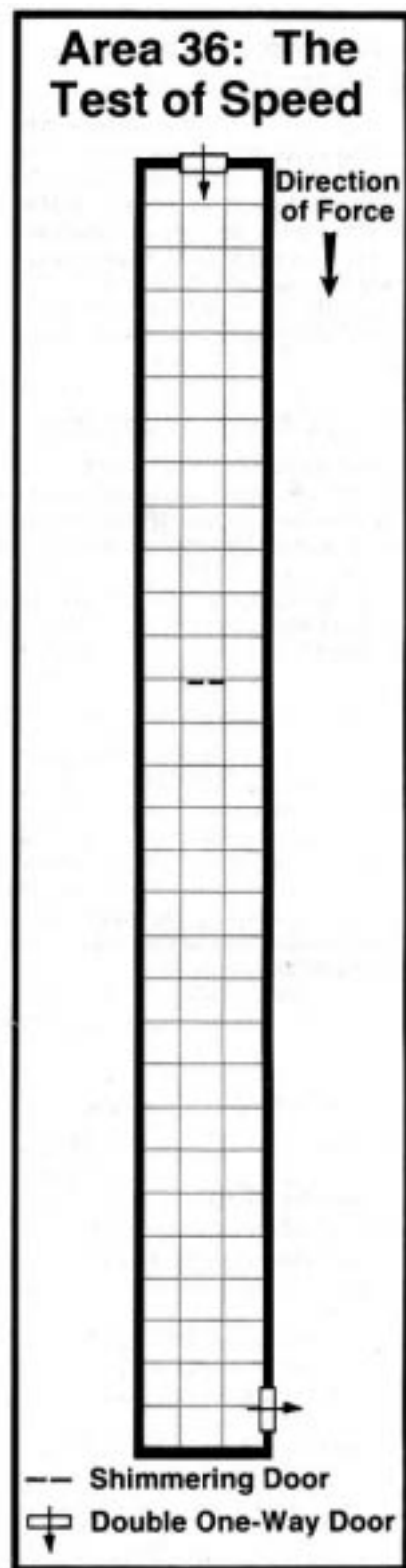
Iron Golems (3): AC 3; MV 6" ; HD 18; hp 80; #AT 1; Dmg 4d10; AL N; Size L; SA breathes poison gas every seven rounds; SD + 3 weapons needed to hit, immune to magic (except electrical attacks); XP 14,550

36. Test of Speed

As soon as the party enters this room, the door disappears behind them. The entire wall behind them (the west wall) dissolves into a murky blackness. This blackness steadily advances into the room, apparently dissolving floor, ceiling, and walls as it moves. This is, in effect, a wall of annihilation. Any characters or objects touched by it disappear as though sucked into a sphere of annihilation.

Characters looking down the room see a shimmering doorway 120 feet from where they entered. Any character who walks around the door is *slowed*; any characters who walk through the door are not *slowed*. Characters passing neither through nor around the door are annihilated within three rounds of entering the room.

The black wall advances at 5" per turn, and moves down the length of this room. After it passes, the room is empty—whether its occupants escaped through the doors or were anni-



hilated is determined by the speed with which those occupants reached the door at the far end!

37. Test of Gluttony

The first character entering this room sees a long table, upon which sits a single plate of steaming, aromatic meat. The meat is, to all appearances, an excellent cut, perfectly cooked, and well-seasoned. Two rounds after the first character enters the room, the plate suddenly reproduces itself, and two identical plates stand upon the table. Two rounds later, these plates double and there are now four. This doubling continues, every two rounds, until all of the food has been eaten, or until 1,000,000 plates of food have been created. In the latter case, the mass of food created crushes to death any living characters who are unlucky enough to be in the room.

No exit doors appear in this room when it is first entered. The doors do not materialize until all of the food in the room is gone. The food can be eaten or magically eliminated. A slow spell will cause the rate of doubling of the food to slow to every four rounds. *Disintegrate* removes the food entirely. Fire attacks, whether magical or otherwise, reduce the meat to ¼ of its previous volume. This also ruins the meat, however, so that a given character can only eat half as much as he normally could.

A normal character can eat one plate of food per round. A robust character, with a Strength or Constitution of 15 or greater, can eat two plates of food per round. An exceptionally large and hungry character (such as Friar Dugald from the pregenerated PCs) can consume three plates of food per round. A character can continue eating for a number of rounds equal to his Constitution score.

38. Test of Magic

This room, like the previous one, has no visible exit when the characters first enter it. Its only feature is a glowing ball of light that hangs in midair in the center of the room. This device is a magical sphere that casts spells at specific targets at the rate of one per round. It casts its first spell the round after the first character enters the room.

The sphere casts the following spells, in order, one per round. Each is directed at a specific, randomly determined character. The spells are *flesh to stone*, *Otto's irresistible dance*, *disintegrate*, and *polymorph other*. *Polymorphed* characters become very warty toads.

Once the sphere has gone through its spell list, the exit doors appear, but the sphere also starts over and goes through its spells again. However, a *dispel magic* spell will destroy the sphere entirely, and cause the door to appear.

39. Test of Alchemy

Characters entering this room see no exit. They find seven large pools of brightly colored liquid. Each pool is a different color than the others.

The material in the pools is enchanted water. The colors include blue, red, green, violet, orange, yellow, and indigo. They test the characters knowledge of alchemy—in order to create the exit from the room, one of the characters must immerse himself in all seven pools. He must do this in the order that the colors appear in the spectrum (such as a rainbow). Thus, the proper order of immersion is red, orange, yellow, green, blue, indigo, and violet.

40. Test of Stealth

Characters entering this room immediately see that it is full of sleeping dragons. The serpents lie everywhere, snoring loudly, and in all sorts of casual and relaxed poses. Tails, snouts, legs, and wings all intertwine, so characters passing through the room have to step over them. Some lie on their backs, others are curled up, and others lay stretched out to their full length. There are 10 dragons in the room, two each of red, green, black, blue, and white. Each dragon is a huge, ancient specimen.

All but one of the dragons (a black) are illusory, and the black dragon is indeed sound asleep. The illusions respond to sound, however and awaken at any untoward noise. The illusions dissipate as soon as the exit door is opened.

The dragon and the illusions awaken and attack as soon as a sound is made within the room, including the casting of a spell. If a single character, such as a thief, reaches the exit door silently and opens it, the illusions will vanish whether or not they are sleeping. The black dragon will pursue its attacks, once awakened, until all characters are dead or have left the room. The dragon does not try to leave the room or attack any character who has left.

Huge Ancient Black Dragon: AC 3; MV 12" /24" ; HD 8; hp 64; #AT 3 (+ breath); Dmg 1d41 1d4/ 3d6; AL CE; Size L; XP 1,465

41. Entrance Hall

This long, narrow chamber channels the duergar who are heading for the arena area. Both access and egress is gained through a series of secret doors. The inner secret doors (leading to Area 42) remain open during periods of boisterousness. The entrance hall is watched at all times by a group of duergar guards. Two of these guards carry horns, and sound an alarm if they become aware of an intrusion.

Duergar Guards (10): AC 2; MV 6"; HD 3; hp 16 each; #AT 1; Dmg 1d6 (shortswords); AL LE; Size S; XP 60 each

42. Temple of Foul Worship

This cavernous chamber is dominated by a black statue of Orcus. The statue is carved out of solid onyx. Two massive rubies, worth 800,000 gp each, glitter in the statue's eyes, 20 feet above the floor. During periods of boisterousness, the room is well traveled by dwarves moving to and from the arena. It is customary for duergar visiting the temple to prostrate themselves before the statue prior to going to the arena. During quiet periods this room is deserted.

43. Priest's Chamber

This room is provided so that the priests of Orcus can retire here for occasional rests, even while others continue to administer their foul rites in Area 42. The room is furnished with many wooden benches and chairs. Black velvet curtains hang around the walls of the room, giving it a somber look and muffling sound.

The room is abandoned except during boisterous periods, when there are 1d12 priests of Orcus in it. The room is forbidden to all but the priests, and contains a devious trap to snare the unwary trespasser: the entire half of the room to the right of the door is a *teleportation* chamber. Any characters stepping in to this part of the room are immediately teleported to the center of Area 33.

Priests of Orcus (2d12): AC 5; MV 6" ; HD 6; hp 22 each; #AT 1; Dmg 1d6 + 1; AL CE; Site S; Spells: *cause blindness*, *dispel magic*, *silence 15' radius*, *chant*, *know alignment*, *cause fight wounds*, *darkness*, *command*, XP 482 each

44. Secret Escape Route

This secret chamber allows the high-ranking priests of Orcus to escape from their Sacred Chamber into the Tests of Orcus. By brandishing their evil amulets, these priests

pass through the tests unharmed, eventually reaching the secret doors leading to the stairwell. This connects to the tunnel leading from the temple into the far reaches of Deepearth.

45. Betting Room

This chamber contains the stairway leading to the upper level of the temple. It also serves as a betting parlor for the various events held in the arena.

At the start of the boisterous periods, several dozen duergar set up booths in this area. They take bets for or against virtually any opponent, although they always give themselves favorable odds.

During quiet periods this room is empty.

46. Balcony

This balcony runs around the circumference of the arena. It is the vantage point from which the average duergar watches the competition. There are no seats, and no railing; it is not unheard of for an eager watcher to suddenly fall into the arena and join the games. Usually, no attempt is made to change the fate that befalls such a clumsy dwarf.

During boisterous periods this area is crowded with drinking, bloodthirsty duergar. They shove and push their way through the crowd, and fights to the death are not uncommon.

47. Beerhall

This huge drinking hall generates most of the money collected by the priests of Orcus. Long crude benches fill the room, which reeks of stale mead and sweaty dwarves. It is kept relatively dark, and the entire outer wall is lined with a long bar. Behind the bar, dozens of priests serve as bartenders, dispensing the mead from nearly a hundred kegs at a time.

If any duergar in here begin brawling, a band of the Dark Guard (see Area 48) is summoned to escort the brawlers to the arena. Whatever event has been scheduled next is cancelled; the brawlers are armed and split into two teams that enter the arena in a fight to the death.

This chamber is even more crowded than the balcony during the periods of boisterousness. During quiet periods, however, it is occupied by no more than 1d8 priests, listlessly going through the motions of cleaning up. These priests are unarmed and unarmored.

Priests of Orcus (1ds): AC 10; MV 6"; HD 6; hp 22 each; #AT 1; Dmg 1d4; AL CE; Size S; Spells: *cause blindness*, *dispel magic*, *si-*

lence 15' radius, *chant*, *know alignment*, *cause light wounds*, *darkness*, *command*; XP 482 each

48. Chamber of the Dark Guard

This chamber is the watch-station of the Dark Guard, the temple's elite band of fighters. The Dark Guard is entrusted with the tasks requiring the most responsibility and competence, and this is its central post.

In times of alert, half of the guard moves to Area 56 and stay on station there. The other half will remain in this room. If an alarm has not been sounded, all of the guards will be in this room.

Dark Guard (50): AC 2; MV 6" ; HD 7; hp 40 each; #AT 1; Dmg 1d6 + 3 (*pick* +2); AL CE; Size S; XP 670 each

49. Treasury

This room contains the accumulated wealth of the duergar population, stored in the hands of the priests. It is secured by a double set of iron doors and protected by the vigilance of the Dark Guard. The doors are securely locked (- 25 % to chances of picking locks). In addition, if a lock picking attempt fails, a 10-foot-square block of ceiling outside the door drops to the floor, crushing anyone in the area of effect for 3d20 points of damage. Characters standing in the area of effect (but not kneeling or sitting, as required to pick the lock), can make a Dexterity Check. Success means that they leap out of the way just in time.

If both sets of doors are penetrated, the wealth awaiting within would make the wealthiest of kings drool. Here would-be thieves will find numerous cast bars of precious metal. Each bar is worth the equivalent of 1,000 coins of the same metal. The vault contains 1,100 gold bars, 4,000 silver bars, 280 platinum bars, and 550 electrum bars.

In addition, the vault contains a heavy stone chest that is brimming over with gems. The chest stands open, and the stones glitter red, green, and crystal in any light. The gems have a magical trap laid upon them, however. If any stone is touched before a *dispel magic* spell is cast upon the chest, a highly toxic poisonous gas erupts into the room from several narrow spouts in the ceiling. The gas is so lethal that any characters in the vault must roll a saving throw vs. poison with a -4 penalty. Failure means that they character dies on the spot. The gas lasts for one turn. If both doors to Area 48 are opened at the same time while the gas is in effect, all characters in that room

must make saving throws, albeit with a +2 bonus because the gas is dispersed.

Characters who survive to the point of loading up some of the gems will find that the chest contains fully 10,000 stones, with an average value of 500 gp apiece.

50. Anteroom of the High Priest

This plushly appointed chamber is where the high priest of Orcus greets honored guests, such as prominent citizens of the community or major contributors to the temple. The walls are lined with lush tapestries celebrating the victory over the svirfneblin and the arrival of Orcus into Deepearth. Soft carpeting and comfortable chairs cover the floor of the room.

51. Apartment of the High Priest

This is the dwelling of Orcolla, the High Priest of Orcus. If no alarm has been sounded, he is encountered in here during quiet periods. For eight hours following a period of revelry, the High Priest will be passed out from overindulgence in mead. He cannot be roused for any purpose. If he is conscious, however, and an alarm has sounded, Orcolla is stationed with the Dark Guard in Area 56.

This room is as lushly appointed as the anteroom, and contains sitting furniture as well as a large (by dwarven standards) bed. A clothes closet full of velvet robes holds the garments of the High Priest's station. A writing desk and small cabinet contain the official paraphernalia of his work.

The cabinet has a false bottom (find as a secret door) concealing a small compartment. Within this compartment a searcher will find a clerical scroll containing the following spells: *restoration*, *gate*, *true seeing*, *animate object*, *harm*, *blade barrier*, and *flame strike*. The compartment also contains a small leather volume: a *book of vile darkness*.

Orcolla has a Type IV demon attending him at all times. The demon has been assigned to the duty by Orcus himself. He obeys the commands of the High Priest and attempts to protect him to the best of his abilities.

Orcolla, High Priest of Orcus (8th-Level Cleric): AC - 4 plate mail + 4, shield + 2; hp 39; #AT 1; Dmg 1d6+5 (*mace* +4); AL CE; Size S; Wears: *ring of free action*, *boots of speed*

Spells:

1st Level: *bless, command, detect good*
2d Level: *augury, know alignment, hold person*

3d Level: *animate dead, continual darkness, bestow curse*

4th Level: *raise water, poison*

Type IV Demon: AC -2; MV 6" / 15"; HD 8 + 8; hp 58; #AT 1; Dmg 1d12 + 1 (+ whip and flame for 3d6); MR 75 %; AL CE; Size L; SA darkness 10' radius, cause fear, detect magic, telekinesis, dispel magic, suggestion, symbol of summoning, gate in demon (70%); XP 4,296

52. High Balcony

This room provides access to the balcony where the High Priest and his honored guests meet to watch the competition in the arena far below. A private bar, stocked with an assortment of chilled ales and meads, insures that the party goes in the room will not go thirsty. Many chairs and benches provide comfortable seating for those duergar lucky enough to be invited here.

During the boisterous periods this room contains the High Priest and 1d100 of his guests. They are unarmed, as a rule, and if the period is at least half over, they are all quite drunk.

53. Dark Guard Reserve

This chamber, like Area 48, is an austere room designed for utility. A reserve troop of the Dark Guard remains on duty here, and can be summoned to respond to any emergency. If the emergency seems to be an intrusion into the temple, this troop is sent at once to the Dark Sanctuary (Area 62).

Dark Guard (50): AC 2; MV 6" ; HD 7; hp 40 each; #AT 1; Dmg 1d6 + 3 (*pick* +2; AL CE; Size S; XP 670 each

54. Acolyte's Chambers

This crowded room is occupied by the low-level priests who are responsible for operating the beer hall and betting parlor. The only furniture pieces are straw mats lining the walls around the entire room, and in several rows down the middle. The room contains sleeping quarters for nearly 200 dwarves.

During the boisterous periods this room is empty, as all of the occupants are busy tending to the customers. During the quiet periods the room holds about 100 sleeping acolytes.

Acolytes of Orcus (100): AC 9; MV 6"; HD 1; hp 5 each; #AT 1; Dmg 1d6 + 1; AL CE; Size S; Spells: (1 per acolyte) *bless, curse, command, cure light wounds, cause light wounds, detect*

good, detect magic, light, or darkness

55. Storage Room

This room contains the beverages that generate the profits in the beer hall one level below. The room is secured by several stout wooden doors, locked normally. Within, several thousand kegs of ale and mead are stacked around the wall of the room. When they need refills, the acolytes roll the kegs to the nearby circular stairway, and lower them down on a simple counterbalanced elevator that descends through the open shaft in the middle of the winding stairs.

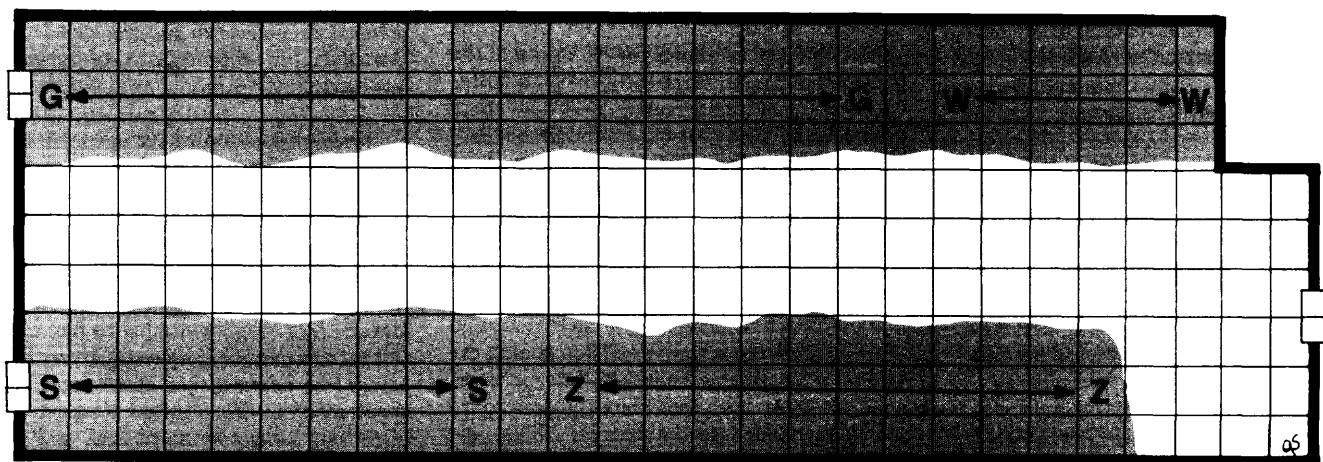
56. Hallway of Approach

This hallway leads to the series of rooms before the Dark Sanctuary. It is well lit at all times. It is deserted unless an alarm has been raised. If so, 25 Dark Guards from Area 48, as well as Orcolla, the High Priest, are stationed here to block access to the sacred heart of the temple.

57. Hall of the Undead

In this hall are erected monuments to all of Orcus's minions: the undead. Life-size statues of skeletons, zombies, ghouls, mummies,

Area 59: The Legion of Undead



□□ Door

G = Ghasts

W = Wraiths

S = Spectres

Z = Zombies

vampires, wights, wraiths, liches, and assorted other undead creatures line both walls of the room. Roll a Wisdom Check secretly for each character passing through this hall. Those who fail will think that the statues are watching them with baleful eyes. Halfway through the hall, those characters who failed the Wisdom Check must roll saving throws vs. paralyzation. Any characters failing the saving throw turn and flee the hall in panic. They cannot force themselves to return to it. Unless they are unconscious, *charmed*, or otherwise affected, they scream and cry loudly if their companions attempt to bring them through here against their will.

58. Chamber of Decision

This abandoned chamber contains no lights, except those that the PCs bring in themselves. If a *detect magic* spell is cast in here, all four corners of the room radiate strong magic. The 10-foot square in each corner of the room is a *teleportation* portal. Characters stepping into the portal are immediately teleported to another location in the temple. The gate to the southeast is used by the clerics of the temple to reach the Dark Sanctuary and bypass the Legion of Undead; the portal *teleports* its user into Area 60, placing him with his back to the wall halfway between the two sets of doors. The two portals in the northern corners of the room *teleport* their passengers directly to Area 33, where they can undergo the Tests of Orcus. The fourth portal, in the southwest corner of the room, teleports anyone stepping into it directly to the center of the temple's outer plaza (Area 1).

59. Legion of Undead

Characters who enter this room will have to provide their own light sources, for the room contains none. In fact, except for the 60 feet of the room nearest the door, the room is shrouded within many *continual darkness* spells. These spells darken the 10 feet of the room adjacent to each side wall. It is within these darkened areas that the Legion of Undead awaits its victims.

The ranks of undead monsters lurking in the darkness emerge when the leading character is 90 feet into the room, or as soon as a spell is cast within the room. Slowly and steadily they advance. The zombies and ghosts attempt to strike the party from each side, while the spectres and wraiths attack from the front and rear.

The nearness of Orcus, and the intensity of his evil presence in this area, cause the room to

have an effect that good clerics will find perhaps a little disquieting. When a good or neutral holy symbol is presented forcefully in this chamber (as if to turn undead), the power of Orcus simply melts it (or burns it, if it is not metal). Thus clerics will find it quite impossible to turn undead in this chamber.

Zombies (100): AC 8; MV 6"; HD 2; hp 8 each; #AT 1; Dmg 1d8; AL N(E); Size M; XP 36 each

Ghosts (80): AC 4; MV 15"; HD 4; hp 18 each; #AT 3; Dmg 1d4/ 1d4/ 1d8 + stench and paralysis; AL CE; Size M; XP 262 each

Wraiths (50): AC 4; MV 12" / 24"; HD 5 +3; hp 25 each; #AT 1; Dmg 1d6 + level drain; AL LE; Size M; SD silver or magical weapons needed to hit; XP 725 each

Spectres (20): AC 2; MV 15" / 30"; HD 7 + 3; hp 35 each; #AT 1; Dmg 1d8 + 2 level drain; AL LE; Size M; SD + 1 weapons needed to hit; XP 2,000 each

60. Dark Sanctuary

In contrast to the preceding rooms, this vast chamber is brightly lit. Hundreds of torches flicker around the edges of the room and in the hands of the acolytes observing the ceremony up above. The floor climbs through two broad tiers to a lofty upper platform. Each tier is 40 feet higher than the one below it.

Upon the top platform, two dozen clerics have gathered around a circular pool of mercury. At the moment the PCs enter the chamber, these clerics begin summoning their foul deity, for this mercury pool is one of the gates through which Orcus can enter the prime plane. It takes 10 rounds for the Prince of the Undead to pass through the gate. During this period, his outline becomes more and more visible as he pushes upward through the gate. The summoning can only be broken if all 24 clerics lose concentration on their act; once the summoning begins, a single cleric is enough to carry it to completion. Of course, if Orcus enters the plane, he will not be kindly disposed toward the party.

The clerics are arrayed in a circle that is 80 feet in diameter, with the mercury pool in the center. The pool has an inherent magic resistance of 85 %. Although the magic resistance does not extend to the duergar clerics, any spells that use the pool as the center of their area of effect are subject to a magic resistance roll.

Preparatory to the performing of their unholy rite, the clerics have summoned a group of lesser demons to observe the proceedings and to guard against any unplanned intrusions. These include four Type I demons and

one Type IV demon, all of which are flying around in the vast chamber when the PCs enter, and a Type V demon that is posted at the top of the stairway leading to the upper tier. Note also that, if the temple has been alarmed, the Dark Guard Reserve from Area 53 are posted here as additional guards. These dwarves deploy around the perimeter of the second tier and concentrate at the tops of the three stairways leading to this tier. Twenty-five of these dwarves are armed with crossbows, and will use their weapons to good effect.

Priests of Orcus (24): AC 10; MV 6"; HD 6; hp 22 each; #AT 1; Dmg 1d4; AL CE; Size S; Spells: cause blindness, dispel magic, silence 15' radius, chant, know alignment, cause light wounds, darkness, command; XP 482 each

Dark Guards (50): AC 2; MV 6"; HD 7; hp 40 each; #AT 1; Dmg 1d6 + 3 (pick +2; AL CE; Size S; XP 670 each

Type I Demon (4): AC 0; MV 12" / 18"; HD 8; hp 42 each; #AT 5; Dmg 1d4/1d4/1d8/1d8/1db; MR 50%; AL CE; Size L; SA *detect invisible, telekinesis*; XP 1695 each

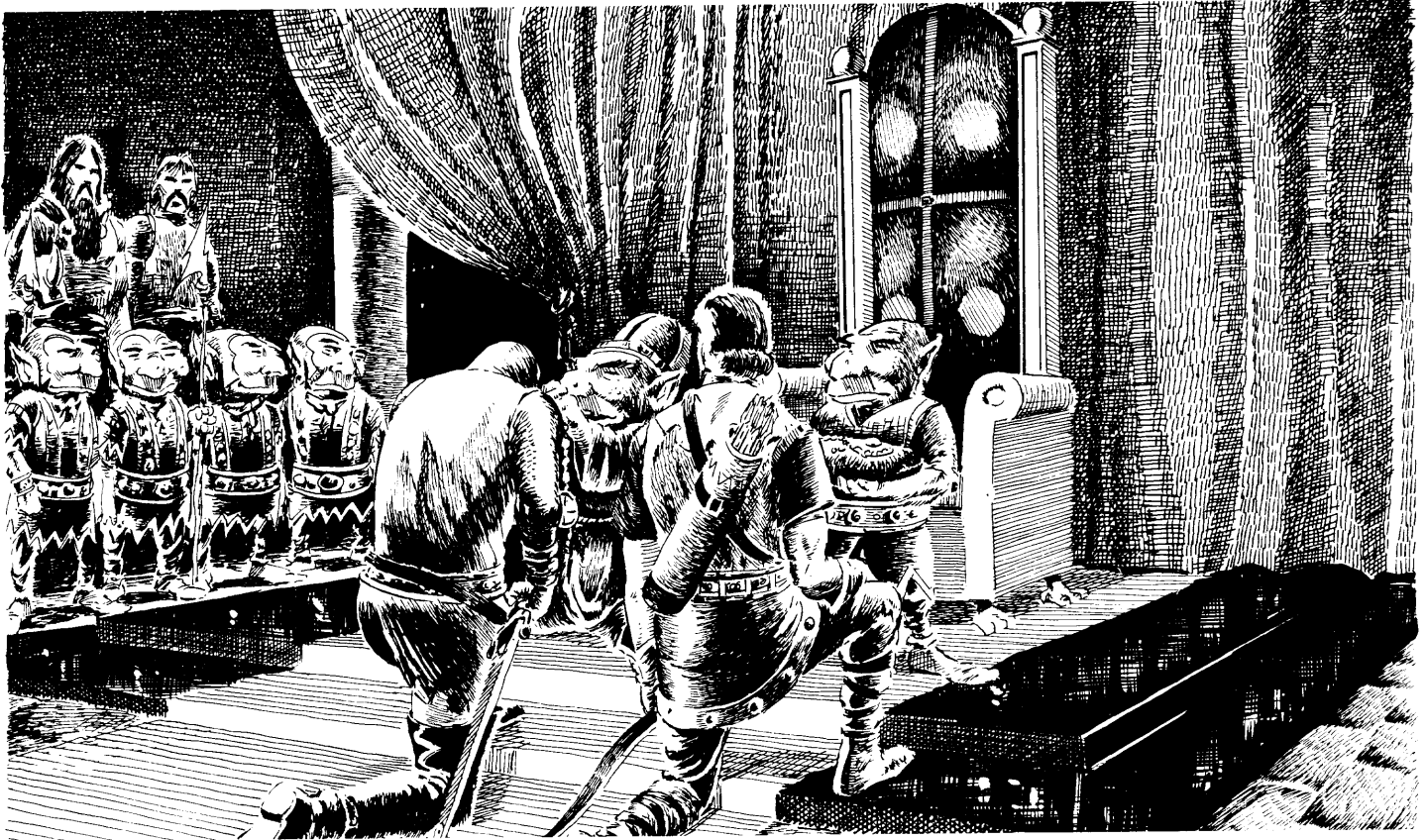
Type IV Demon: AC -1; MV 9" / 12"; HD 11; hp 50; #AT 3; Dmg 1d4/1d4/2d4; MR 65 %; AL CE; Size L; SA + 1 weapons needed to hit, + 2 bonus to attacks, *darkness 10' radius, create illusion, cause fear, levitate, detect magic, dispel magic, polymorph self telekinesis 5,000 gp weight, gate in demon* (60% chance); XP 3800

Type V Demon: AC -7/-5; MV 12"; HD 7 + 7; hp 40; #AT 7; Dmg 2d4/ 1d10(x6); MR 80%; AL CE; Size L; SA + 1 weapons needed to hit, *charm person, levitate, detect invisible, pyrotechnics, project image, polymorph self*; XP 3,480

We hope you don't have to use him, but if he arrives. . .

Orcus, Prince of the Undead: AC -6; MV 9" / 18"; HD 27; hp 120; #AT 2 (tail and *two-handed sword* +4 *Defender*); Dmg 2d4 + poison and 8- 18 + 0-4 with sword; MR 85 %; AL CE; Size L; SA +6 bonus to attacks with sword, + 3 weapons needed to hit, cast *continual darkness, charm person, create illusion, cause fear, detect magic, detect invisible, ESP pyrotechnics, dispel magic, cast a 12-HD lightning bolt, polymorph self, wall of fire, telekinesis 12,000 gp weight, animate dead*; plus, once per day, *project image*, use one of the *symbols*, cast a *feeblemind* spell, *polymorph any object, shape change, and time stop*. He carries the wand of Orcus, which causes *death* when it strikes; XP 63,900

EPILOGUE



The Adventure Ends

So ends the expedition into the bloodstone mines. The secret of Orcus has been revealed (and foiled, if all went well).

If the attempt to *gate* Orcus into the duergar caverns succeeded, and the heroes have not yet managed to defeat him, they have a serious enemy on their hands, and their newfound realm is still in great danger. Type I, II, and III demons enter the valley in great numbers, and those who are able flee the cursed land.

Within a few months, virtually everyone has left town. Bloodstone Pass is a ghost town in every sense of the word. The adventurers can retreat in disgrace, or they can work out some way to return Orcus to the underworld and rid the valley of the demon menace. Baron Tranth, Lady Christine, and a few of the other notables mentioned herein may stay and help. The villagers will slowly return if the PCs are successful in their quest.

But that's the bad news. If the PCs stopped Orcus from entering the Prime Material Plane (or got rid of him quickly if he did *gate* through), then there should be no major obstacles to the restoration of the svirfneblin kingdom.

At the end of the major battle (assuming

victory for the good guys), the Gnome King summons the party.

The wizened svirfneblin monarch surveys the field of battle. Smoke rises from the duergar military camps. Some skirmishing is still going on, but mostly the gnomes are tending their dead and herding the duergar prisoners out of the great cavern.

"We owe you a great deal," King Ruggedo says regally. "We had virtually given up hope of recovering our homes from the evil duergar. If we had known of the foul demon who aided them, surely we would have given in to despair. If there is aught we can do to repay you, if there is a boon within our power to grant, you have only to ask."

The eyes of greedy players will probably light up here. Unfortunately for them, the Gnome King has limited magic and gold (the penalty of years of exile), and he needs most of that to rebuild his kingdom. If the PCs say they do not need a reward, or if they ask for something unselfish (like a treaty of friendship between the svirfneblin and Bloodstone Pass, or aid for the peasants), give those players a bonus of 5,000 XP. That's role playing lawful good.

If the PCs ask for reasonable things within the power of the Gnome King to grant (your discretion, but do not be too generous), they get their way. Some reasonable requests would be: *raise dead* or *restoration* of PCs or key henchmen, up to 10,000 gp apiece of gems, or the like. Be sure not to give any XP for money gotten this way.

The Gnome King will suggest the following no matter what the heroes ask for: a treaty allowing the baron of Bloodstone Pass the right to mine bloodstones in the Galena Mountains for a tariff of 10% of all gems taken from the mountains. The svirfneblin will also aid in mining, and they know right where the good stuff is. This treaty, if ratified by the baron (all the PCs have to do is ask), will increase the production of the reopened mines by 25%. The gnomes will also ask the PCs to serve as their agents to the outside world in selling the gems they mine in Deeperth, for a fee of 10%. This can earn 100,000 gp per year for the barony—it is not available for the individual PCs to take on their own.

In addition, the Gnome King offers each member of the party a *ring of svirfneblin friendship*. This is an ornate ring engraved with svirfneblin runes. Any svirfneblin will recognize the bearer of the ring as a friend of the gnomes—this means a 50% bonus on all

encounter reaction rolls when svirfneblin are encountered. In addition, the ring has the power to summon any svirfneblin within a quarter mile to come to the aid of the party. (It is up to you, depending on the scenario, as to whether any svirfneblin are in range.)

Finally, the Gnome King invites the party to stay for a night of friendship and revelry in celebration of the great victory. The festivities last all night-and the svirfneblin make great brandy.

Then the party is ready for the trek homeward.

Return of the Heroes (Bad Version)

If the heroes return bearing bad news ("Orcus is loose and the demons are coming!"), there is a huge panic, and many villagers start packing. ("The bandits and wolves were bad enough, but I ain't stickin' around for to fight no demons, no siree!")

Baron Tranth looks discouraged and tired at the news. "This is indeed the final outrage," he says. "You have fought well, and saved us from the bandits. We did not know that such evil was behind our plight, nor could you have. It is no shame to face Orcus and fail. But we have no hope remaining, and it is time to flee. It is a sad day, my friends. Thank you again and goodbye."

Lady Christine professes her love to whichever PC has earned it, but says she cannot now marry him, for she must accompany her father and care for him now that he has become a refugee.

The PCs can follow the villagers down the mountain slopes and into southern Damara, and then return to the adventuring life.

Return of the Heroes (Good Version)

You can have the heroes role play their way back to the surface, encountering whatever wandering monsters and assorted nasties they may have missed on the way down, or you can use the short version below.

Through the twisting mine corridors, still redolent with the reek of demonic evil, you climb your slow way back to the surface. Finally, after long hours of watchful marching, you see daylight in the mine shaft ahead. It is a cold winter day and snow is lightly falling outside.

A little healthy snow should seem quite a

relief after the long underground odyssey. It is a matter of 10 miles or so back to the village; characters can make it there before dark (or not, if you want to throw a few more wolves and our old friend Aldric the Vampire at them before they make it safely home).

The guard at the village gate recognizes them as they get near; the gate is opened and the villagers line the streets, waiting for their heroes. A great cheer goes up as the PCs enter the village. Soon a messenger comes to summon them to the castle to meet with Baron Tranth.

The baron welcomes them with open arms, and asks them for their report. You can short-cut through this (after all, you know what happened). The baron should ask them about the bloodstone mines and whether they can be reopened. He is also interested in whether the menace of the wolves is ended. In addition, he should be curious about the fate of the town cleric. Is Aldric dead, or can he return to menace the villagers once more? (It is more fun to keep an insane vampire around for sport, if you can keep him from getting killed right away.)

The baron should be effusive in his praise of the PCs' accomplishments. They have done a great job, defeated a major demon, and saved the village a second time (a first time, if they missed H1). He rewards with a knighthood each PC who is not already a knight.

"Now that the mines can be reopened, and wealth once more flow into this barony, I can offer you the material rewards that I could not before. As long as you shall remain in my realm, you shall be provided with a house, servants, and a stipend for life," he says.

Afterward, have him take the PC that Lady Christine loves into another room. He pours brandy and provides cigars for himself and the PC, and says, "I have noted the attraction between my daughter and yourself, and I would strongly approve of a marriage. Her dowry includes this barony, and her husband would become the next baron of Bloodstone. I believe you would be the right man for the position. My daughter is herself a capable administrator and can manage the realm with great skill. Combined with your military accomplishments and the powers of your companions, this would be an unbeatable combination. The old glory of Bloodstone could be restored."

A good role player will recognize the opportunity here immediately. If you get a "ooh, ick, girls" reaction, consider passing the honor along to a more mature player. Lady Christine is a capable, strong woman, and would make a good mate and partner for a would-be baron and ruler. We hope you play

this with the proper dignity; Lady Christine deserves your (and your players') respect.

If the character declines the offer, preferring the life of the open road, and if no one else among your players would like to become a ruler, they can either move on to other high-level adventures, or they can keep their home base in Bloodstone and participate in the other adventures in the H-series. In future modules, just assume that Baron Tranth remains in control, Lady Christine marries someone else (who will eventually succeed the baron, but not any time soon). The PCs can serve as generals of the village forces or knights errant.

If the PC accepts the offer, move on to the next section.

A Royal Wedding

The wedding of the lucky PC and Lady Christine takes place in early spring. For months, the village has been buzzing with activity; it seems that everyone has a part to play. The halflings, dwarves, centaurs, and even the pixies all come to town, bearing gifts of food, drink, and decorations.

An entire week of feasting and holiday precedes the holy wedding. The party's highest-level cleric performs the ceremony, calling on all the gods to bless and support this marriage and the realm.

At the wedding feast, Baron Tranth gives the first toast, and makes a surprise announcement. "On my daughter's wedding day, the happiest day of my life, I am proud that our barony has emerged from a time of darkness and despair, to once again greet the spring. I have ruled over you for many years, and my dearest hopes have been achieved. It is time for me to step down, and for a new generation to take hold."

"Therefore, I, Tranth, fifth baron of Bloodstone, hereby relinquish my title, honor, and position, to declare a new reign. I declare that henceforth Baron (insert PC's name here) and Baroness Christine shall be co-rulers of this realm of Bloodstone. God save the baron and baroness!"

The cheer can be heard from one end of the valley to the other. "God save the baron and baroness of Bloodstone!"

THE END

Pregenerated Player Characters

Sir Gareth Dragonsbane

16th-level Human Paladin (Cavalier)
Lawful good

Strength 16/90	Armor Class 0
Intelligence 13	Movement Rate 12"
Wisdom 15	Command Bonus + 2
Dexterity 13 / 04	Command Radius 20"
Constitution 15 / 67	Base THAC0 6 (2 att/r)
Charisma 17 / 40	Attack Rating 21
Comeliness 13	Hit Points 81

Saving Throws: PPD 2, P/P 3, RSW 4, BW 2, Sp 5
Clerical Spells: 5 1st level, 4 2d level, 1 3d level, 1 4th level

Special Abilities: All paladin and cavalier special abilities from *Players Handbook* and *Unearthed Arcana*; sword gives 50% MR, *dispel magic* 5' rad., Dmg + 10 vs. Chaotic Evil

Proficiencies: *Weapon:* Lance (+ 3), longsword (+ 2), horseman's mace (+ 2), dagger; *Non-weapon:* Animal noise (WIS - 1), blind-fighting, direction sense (WIS + 1), endurance, mountaineering, riding (WIS + 3), rope use (DEX), swimming (STR)

Magical Items: *longsword* +5, *holy avenger*, *NSA*; *plate mail* + 3; *silver horn of Valhalla*

Languages: Common, LG, Elf, Dwarf, Halfling
Warhorse: Glendan, intelligent heavy warhorse (AC 5, HD 5+5, hp 25, #AT 3, Dmg 1d8/1d8 1d3, MV 18")

Sir Gareth has devoted his life to the service of Lawful Good. As a knight of the Order of the Golden Cup, he has been on many adventures. In spite of tithing 50% of all his treasure, he became a wealthy man and settled down on a large estate. He was a Brigade Commander in the wars with the Kingdom of Vaasa and won his battles even though his side lost the war. His home in the north destroyed, his soldiers dead or dispersed, and most of his wealth captured, he made his way south with his warhorse, armor, sword, and silver horn. He is charismatic and brave, a military leader of great ability. Now devoted to the welfare of Bloodstone Pass, he is engaged to Lady Christine.

Olwyn Forest-Friend

16th-level Human Ranger (Fighter)
Lawful Good

Strength 18 / 24	Armor Class 2/0*
Intelligence 13	Movement Rate 24" *
Wisdom 14	Command Bonus 0
Dexterity 17	Command Radius 16½"
Constitution 15	Base THAC0 6 (2 att/r)
Charisma 10	Attack Rating 21
Comeliness 11	Hit Points 71

Saving Throws: PPD 4, P/P 5, RSW 6, BW 4, Sp 7
Spells: *Druid:* 4 1st level, 2 2d level, 1 3d level;

Magic-User: 2 1st level, 2 2d level

Special Abilities: All ranger special abilities from *Players Handbook* and *Unearthed Arcana*; learned secret of manufacturing *arrows* + 1 (1 /day) and *arrows of slaying* (1 /month) from treants

Proficiencies: *Weapon:* Longbow (bow specialization bonuses, four att/r), longsword (double specialization bonus, + 3 hit/dmg, 5 att/ 2 r), dagger, throwing axe (specialization bonus, + 1 hit/ + 2 dmg, 5 att/2 r); *Nonweapon:* Bowyer/Fletcher (triple proficiency, DEX + 5 on 1d20, plus magical manufacture skills noted under SA), animal noise (WIS -1), direction sense (WIS + 1), rope use (DEX), fire-building (WIS - 1)

Spell Book: 1st level: *affect normal fires*, *detect magic*, *jump*, *magic missile*, *read magic*, *spider climb*; 2d level: *darkness* 15' radius, *invisibility*, *levitate*, *strength*

Magical Items: *longbow of the forest* + 1, requires 18/01 or greater Strength to use; user adds STR bonuses to hit and damage; bow has double normal range; *arrows of slaying* vs. demons (1) and vs. giants (2); 24 *arrows* +1; *cloak of elvenkind*; *boots of speed* (provides AC and MV bonuses listed above)

Languages: Common, LG, Elf, Treant

Olwyn has spent most of his life in the great Forest of Arlen as a protector of the great woodlands. He became fast friends with the treants and other magical forest creatures and once saved the treants from destruction at the hands of a powerful wizard. Olwyn's ranger henchmen perished in that mission and he has never replaced them. The treants of the forest rewarded the ranger by creating a special longbow for him, and they taught him the secrets of making magical arrows.

As the lands of the north fell to the invaders from Vaasa, Olwyn moved south, after making sure that the treants were protected. In the war with the bandits, Olwyn commanded the huntsman skirmishers, and has become a popular hero to the villagers.

Friar Dugald

16th-level Human Cleric of St. Dionysus
Lawful Good

Strength 15	Armor Class - 3
Intelligence 10	Movement Rate 9"
Wisdom 18	Command Bonus 0
Dexterity 9	Command Radius 15½"
Constitution 14	Base THAC0 10
Charisma 14	Attack Rating 25
Comeliness 11	Hit Points 62

Saving Throws: P/P5, P/P8, RSW9, BW 11, Sp 10

Clerical Spells: 9 1st level, 9 2d level, 8 3d level, 7 4th level, 5 5th level, 3 6th level, 1 7th level

Special Abilities: All clerical special abilities from *Players Handbook*

Proficiencies: *Weapon:* mace, club, flail, hammer, sap; *Nonweapon:* drinking (CON +3 on 1d20), endurance, fishing (WIS - 1 on d20), mountaineering, swimming (STR)

Magical Items: *mace of disruption*; *chain mail* + 3; *shield* + 5

Languages: Common, LG, Elf

Possessions & Equipment: Draft Horse (AC 7, MV 12", HD 3, hp 12, #AT 1, Dmg 1d3).

Friar Dugald is an immensely fat man who wears monk's robes and has a shaved pate. A jolly man, he loves to drink, eat, and drink. Of lower-class ancestry, Friar Dugald has common tastes. His fellow clerics consider him a little too rough.

Friar Dugald is quite devout and sincere in his religious beliefs, supports his gods actively, and fights for good. He has found the citizens of Bloodstone Pass very much to his tastes and looks forward to ending his wandering life and ministering to his new flock.

The good friar always wears an old brown robe with a hood. Underneath his robe, he wears his *chain mail* +3 and carries his mace tucked into his rope belt. Many a powerful enemy has been fooled by his deceptive appearance.

Riordan Parnell

17th-level Half-Elf Bard
(8th-level fighter/9th-level thief)
Neutral Good

Strength 15	Armor Class 3
Intelligence 14	Movement Rate 12"
Wisdom 15	Command Bonus + 1
Dexterity 16	Command Radius 20"
Constitution 12	Base THAC0 14 (3 att/2 r)
Charisma 16	Attack Rating 29
Comeliness 19	Hit Points 74

Saving Throws: PPD 4, P/P 7, RSW 8, BW 10, Sp 9
Druid Spells: 6 1st level, 5 2d level, 4 3d level, 3 4th level

Special Abilities: All bard and half-elf special abilities from *Players Handbook* and *Unearthed Arcana*; fighter abilities at 8th level; thief abilities at 9th level, including PP 75 % , OL 62 % , F/RT 55 % , MS 62%, HS 54%, HN 25%, CW 96%, RL 40%

Proficiencies: *Weapon:* longsword (double specialization +3 hit/dmg, 2 att/r), dagger (double specialization, +3 hit/dmg, 5 att/r), quarterstaff; *Nonweapon:* animal trainer (WIS), animal noise (WIS - 1), blind fighting, boating (WIS + 1), fire-building (WIS - 1), healing (WIS + 2), mountaineering, swimming (STR)

Magical Items: *Cli lyre ring of protection* +3; *longsword* + 1; *dagger* + 2

Languages: Common, NG, Elf, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, Kobold, Thieves' Cant, Ogrish, Hill Giant, Drow Elf, Centaur, Druid, Harpy, Treantish, Dwarf

Handsome, youthful, and with a ready smile, Riordan Parnell is a bard as willing to steal a kiss or a song as he is the Duke's jewels. Riordan normally travels with his cousin Celedon, sometimes stealing (but only from evil rich men), sometimes aiding the

poor and oppressed, but always adventuring and seeking danger. Riordan has been rich several times and flat broke just as often. He is 74 years old, but looks 28. He is 5' 8" tall and weighs 130 lbs.

Celedon Kierney

8th-level Half-Elf Magic-User/ 20th-level Thief-Acrobat
Chaotic Good

Strength 11	Armor Class 1
Intelligence 18	Movement Rate 12"
Wisdom 12	Command Bonus + 1
Dexterity 18	Command Radius 16"
Constitution 12	Base THACO 12
Charisma 16	Attack Rating 27
Comeliness 18	Hit Points 42

SavingThrows: PPD 9, P/P 8, RSW 6, BW 11, Sp 7
Magic-User Spells: 4 1st level, 3 2d level, 3 3d level, 2 4th level

Special Abilities: All magic-user, half-elf, and thief acrobat special abilities from *Players Handbook* and *Unearthed Arcana*; Thief Skills: PP 70% OL 57%, F/RT 45%, MS 109%, HS 114%, CW 99.9%, RL 80%; Acrobat Skills: Tightrope Walk 120%, Pole Vault 16', High Jump 9', Standing Broad Jump 12', Running Broad Jump 20', Tumbling Attack 28%, Evasion 65%, Falling 40%, 55'; Weight/Encumbrance Limits for Skill Use 650 gp (body associated), 3,000 gp (carried); Backstab for quintuple damage

Proficiencies: *Weapon:* longsword, short bow, dagger, sap, lasso, staff; *Nonweapon:* animal noise (WIS -1), blind-fighting, direction sense (WIS +1), mountaineering, rope use (double proficiency, DEX +3), sound analysis (WIS -1)

Spell Book: Cantrips: tie, untie, distract, hide, palm, yawn, bee, bluelight, unlock, whistle, fire-finger, present

1st level: dancing lights, feather fall, friends, grease, jump, mount, magic missile, read magic, spider climb

2d level: audible glamer, bind, darkness 15' radius, deeppockets, fools gold, knock, mirror image, rope trick, Tasha's uncontrollable hideous laughter

3d level: clairaudience, dispel magic, feign death, fly, item, phantasmal force

4th level: confusion, dimension door, fire charm, Leomund's secure shelter, magic mirror, polymorph self, wizard eye

Magical Items: longsword +1, luck blade (1 wish); ring of protection +3

Languages: Common, NG, Elf, Gnome, Half-ling, Goblin, Hobgoblin, Orcish, Gnoll, Thieves' Cant

Young and good-looking, Celedon is a master thief and magician. He uses his skills for adventure and romance and often pulls a caper just for the sheer pleasure of it. He normally steals only from evil men, and often gives away all he has if touched by the right story. Celedon is 65 years old, but appears 27. He is 5' 9" tall and weighs 140 lbs. He normally travels with his cousin, Riordan Parnell.

Emlyn the Gray

16th-level Human Magic-User
Lawful Good

Strength 9	Armor Class 0
Intelligence 18	Movement Rate 12"
Wisdom 12	Command Bonus 0
Dexterity 16	Command Radius 12½"
Constitution 10	Base THACO 13
Charisma 12	Attack Rating 28
Comeliness 9	Hit Points 27

Saving Throws: PPD 10, P/P 7, RSW 5, BW 7, Sp 6
Magic-User Spells: 5 1st level, 5 2d level, 5 3d level, 5 4th level, 5 5th level, 3 6th level, 2 7th level, 1 8th level

Special Abilities: All magic-user special abilities from *Players handbook*; has sage abilities in magic, legends and lore, and magical item identification

Proficiencies: *Weapon:* dagger (melee), dart, quarterstaff; *Nonweapon:* endurance, healing, slow respiration

Spell Book: Cantrips: chill, exterminate, flavor, freshen, gather, salt, shine, stitch, tie, warm, wrap, curdle, hairy, knot, ravel, sour, spill, untie, change, distract, hide, palm, nod, scratch, sneeze, bee, bluelight, firefinger, gnats, smokepuff, spider, unlock, creak, grown, rattle, whistle

1st level: alarm, armor, charm person, comprehend languages, detect magic, feather fall, identify, magic missile, mount, protection from evil, read magic, sleep, unseen servant, wizard mark

2d level: bind, continual light, darkness 15' radius, deeppockets, ESP forget, invisibility, know alignment, levitate, magic mouth, pyrotechnics, Tasha's uncontrollable hideous laughter, scare, stinking cloud, strength

3d level: blink, clairaudience, clairvoyance, detect illusion, dispel magic, fireball, fly, haste, item, material, Melf's minute meteors, phantasmal force, secret page, suggestion

4th level: charm monster, dig, dispel illusion, Evard's black tentacles, fear, hallucinatory terrain, Leomund's secure shelter, magic mirror, mass-morph, Otiluke's resilient sphere, polymorph other, shout, wizard eye

5th level: cloudkill, conjure elemental, dismissal, fabricate, hold monster, magic jar, Leomund's lamentable belaborment, transmute rock to mud, wall of stone

6th level: Bigby's forceful hand, chain lightning, contingency, control weather, death spell, eyebite, guards and wards, invisible stalker, monster summoning IV

7th level: banishment, mass invisibility, power word stun, reverse gravity

8th level: mass charm, permanency, polymorph any object

Magical Items: staff of the magi (20 charges); dagger +1; bracers of defense AC 2; figurine of wondrous power (serpentine owl)

Languages: Common, LG, Elf, Dwarf, Halfling, Gold Dragon, Centaur, Ki-rin

Emlyn the Gray is 60 years old, gaunt, with white hair and long white beard, and quite feeble in appearance. An adventurer for many years, Emlyn was obsessed with adding spells to his spell books. He eventually retired and for many years taught magic in a centaur academy. He learned the languages of the gold dragon and the ki-rin to add to his store of magical lore. But the war with Vaasa destroyed the school, and he was forced to take up his staff and return to the adventuring life-which he hates. He is looking for a new place to settle down, and has taken on Gabrielle, daughter of the baker in the village of Bloodstone, as an apprentice. He is absent-minded, pedantic, and complains constantly.

Master Kane

16th-level Human Monk (Master of Spring)
Lawful Good

Strength 15	Armor Class -2
Intelligence 15	Movement Rate 30"
Wisdom 15	Command Bonus 0
Dexterity 17	Command Radius 12"
Constitution 14	Base THACO 10 (4 open hand att / r)
Charisma 8	Attack Rating 25
Comeliness 9	Hit Points 40

Saving Throws: PPD 10, P/P 9, RSW 8, BW 13, Sp 9

Special Abilities: Master Kane is an old-style (pre- *Oriental Adventures*) monk and has special abilities as per *Players Handbook*, including abilities A-K; 4% chance of being surprised; Thief Skills: OL 99%, F/RT 95%, MS 99%, HS 99%, HN 50%, CW 99.6%

Proficiencies: *Weapon:* bo stick, caltrop, cross-bow, dagger, jo stick, lasso, sap, quarterstaff, halberd; *Nonweapon:* animal trainer (WIS on d20), animal noise (WIS -1), blind-fighting, direction sense (WIS +1), endurance, rope use (triple proficiency, DEX +4)

Magical Items: carpet of flying (smallest size)

As Master of Spring, Kane was the second-highest ranking monk of his order. Although he had long since acquired the experience needed to challenge the Grand Master of Flowers for the leadership of the order, he refrained from doing so out of respect for his venerated master. Instead he resigned from the order and another Master of Spring was appointed to take his place. Kane took a vow of poverty and set out into the world.

Kane meditates at least four hours each day and practices his skills for another four. Whenever he needs food or other items, he takes the most menial jobs he can find. This preserves his sense of connection with the world. He is 60 years old, but looks 20 years younger.

New Monsters

Steeder

Frequency: Uncommon
No. Appearing: 1-20
Armor Class: 4
Move: 12"
Hit Dice: 4
% in Lair: 50%
Treasure Type: Nil
No. of Attacks: 1
Damage/Attack: 1d8
Special Attacks: Cling
Special Defenses: Leap
Magic Resistance: Standard
Intelligence: Non
Alignment: Neutral
Size: M (8') long, 4 high)
Psionic Ability: Nil
Level/X.P. Value: III/85 + 4/hp

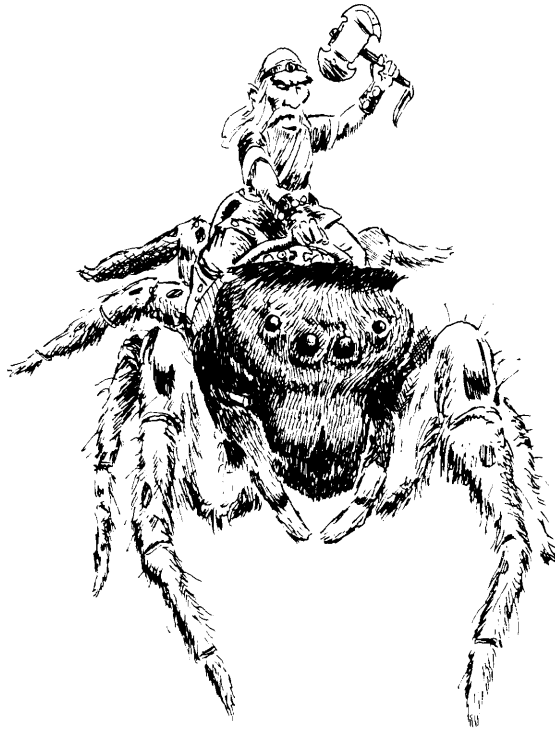
Steeders are an unusual variety of large spiders bred by the duergar and also roaming wild among the reaches of the Underdark. When encountered in the wild, steeders are found in packs of 2d10 individuals.

Steeders are voracious carnivores, but fortunately for many potential victims, they do not have the poisonous bite of many of their fellow spiders. In appearance, however, they resemble their kin in most details. Steeders have eight thick legs and flat, furry bodies. They range in color from dark brown to black. Their multifaceted eyes reflect an eerie red in the presence of any light. A pair of powerful mandibles adorn the front of steeders' bodies. Victims caught by the pinch of these horny teeth suffer 1d8 points of damage.

In the wild, steeders hunt and kill much like a pack of wolves: they locate prey and pursue it as a group, with individual spiders often using their leaping ability to steer the prey in a desired direction. When the intended meal is sufficiently winded, the steeders close in for the kill, slashing and tearing with their mandibles until the unfortunate victim is brought down. The spiders then break into a feeding frenzy, with the largest individuals tearing at the corpse until sated, to be replaced by the next largest, and so on.

Steeders have the spider-like ability to walk upon normal surfaces at a 12" movement rate. In addition, these spiders can climb walls and even walk along upside-down surfaces such as ceilings at one-half their full movement rate.

The feet of the steeder excrete a sticky and viscous liquid that enables the creature to cling tightly to even the most precarious hold. As long as one of the steeder's eight feet is fastened, the creature will not fall. In combat,



the steeder can use this sticky excretion to cling to its prey. The first time the steeder attacks a given victim, it might (50%) attempt to grasp the victim with its feet. This requires an attack roll, but the victim is treated as AC 10 (minus 1 for every plus of magical armor). For example, a character wearing +3 armor who is attacked by a steeder attempting to cling is treated as AC 7. This first attack, if successful, does no damage to the victim, but instead clasps the unfortunate character or creature in the locking grasp of the steeder. On subsequent rounds, the steeder can automatically bite the victim for 1d8 points of damage per round. The victim can only escape by rolling a successful Dexterity or Strength Check (player's choice) with a -10 modifier to the character's ability. A character attempting to escape the steeder's grasp can perform no other actions that round.

If a grasped character attempts to fight, he suffers a -2 penalty to all attack and damage rolls as long as the steeder clings to him. The steeder's grasp is broken instantly if the creature is killed.

The powerful legs of the steeder give them an astonishing jumping ability. A steeder can leap up to 24" in any direction (including straight up) once every three rounds. A steeder can leap or fall up to 24" vertically and still land on its feet, sustaining no damage. Of course, if it lands on an irregular surface such

as broken rocks, its balanced landing is disrupted and it suffers normal damage.

It is in conjunction with the duergar that the steeder becomes a truly formidable opponent, for the dark dwarves have domesticated the steeders and use them to great effect as cavalry mounts. Controlling the steeder via a complicated harness of prods and straps, the dwarves force the unintelligent spiders to travel in the direction determined by the rider.

A deep leather saddle is strapped across the back of a large (20 hp or more) steeder, after the creature has been well fed to calm it. The duergar then mounts the creature at his leisure, for the saddle remains upon the steeder until the spider outgrows it or dies. As the steeders chosen as mounts are always large for the species, the creatures can perform all of their normal movement abilities without handicap even when mounted.

The saddles are equipped with sturdy straps, so the rider can remain mounted even when the steeder moves across a wall or ceiling. The creature cannot be coaxed into a faster than normal movement rate and thus cannot make a normal charge. Because of its leaping ability, however, when a steeder and its rider leap at least 18" to attack an enemy, the pair receive the normal charge bonuses in a role-playing or BATTLE-SYSTEM™ game setting. The steeder is also susceptible to double damage from set spears or pikes when it leaps into an attack.

Stone-Eater

(also called *horgar* by the dwarves and *storgin* by the gnomes)

Frequency: Very rare

No. Appearing: 1

Armor Class: - 10 (head is AC 0)

Move: 3"

Hit Dice: 30-100

% in Lair: 10%

Treasure Type: Nil

No. of Attacks: 1

Damage/Attack: 20d4

Special Attacks: Squirt acid up to 20', radiate intense heat

Special Defenses: See below

Magic Resistance: Standard

Intelligence: Low

Alignment: Neutral

Size: L (30' to 100' long)

Psionic Ability: Nil

Level/XP Value: X/ 13,200 + 35/hp

The mysterious stone-eater is worshipped as a god by some of the lesser underground races, and it is easy to understand why.

This immense and powerful creature eats its way through the solid rock, creating tunnels and passages in its wake. It does this by a combination of acid excretion and intense body heat (400 to 500 degrees Fahrenheit) that eats away and fuses the rock into a tunnel. When the creature is moving through granite, the tunnels become permanent; when it tunnels through sandstone, the passages collapse behind it. Perhaps thus do the great cavern networks of the Underdark come into being.

The natural armor class of the stone-eater is due to its skin, which is solid rock up to five feet thick. This chitinous exterior is lined with fissures through which the natural acid and heat generated by the creature escape to the surface. Only the head (about 2' in diameter) is exposed. The stone-eater can squirt its acid up to 20' as a weapon, but its other defenses are more formidable. If touched by bare flesh, the skin of the stone-eater causes 10d4 points of heat damage plus 20d4 points of acid damage automatically.

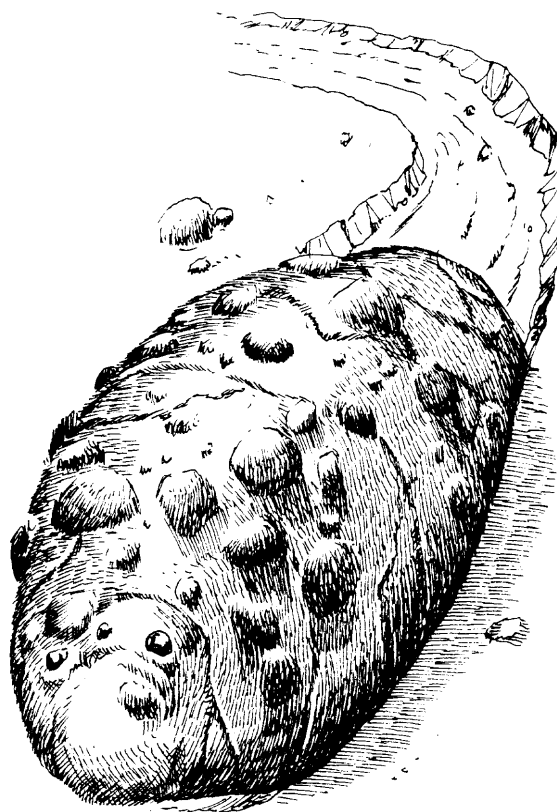
Any edged weapon strikes the stone-eater for half-normal damage and must roll on the Saving Throw Matrix for Magical and Nonmagical Items (DMG, pg. 80) against crushing blow and then against acid. Non-edged weapons must roll on the matrix against acid.

The creature is immune to acid-, fire-, and electrical-based magical attacks.

It is easy to detect a fresh stone-eater tun-

nel, because it radiates heat for up to 24 hours after the creature's passage. For up to three hours, the walls are dangerously hot, causing 1d20 points of damage if touched by bare flesh. Pools of liquid form at the bottom of the tunnel; these are pure acid. If stepped in, they cause 10d4 points of damage to bare flesh and cause any other items to roll on the matrix, as above.

Some of the more powerful evil races of the Underdark have managed to domesticate the stone-eaters. The creatures are imprisoned in glass-lined pits. To move the creatures in the proper direction, either to carve a new tunnel or attack an enemy formation, the keepers use long, thin spears to slip through the narrow cracks in the stone skin and prod the sensitive flesh below. This is not a recommended technique for amateurs; even skilled horgarin (as the keepers are called) sometimes fall victim to their captives.



A stone-eater lays eggs once each 500 years. The eggs are kept in a small cavern deep beneath the earth, normally with only one passage leading to them. The eggs look like small boulders, but radiate heat and ooze acid. They are worth 10,000 gp to alchemists and magical researchers in major centers of learning.

A young stone-eater is of the smallest size and grows approximately 1 HD per year until it reaches full-size. The size of a stone-eater is approximately one foot for every HD. There are rumors of ancient stone-eaters that are much larger than those described here, but no one has seen them and lived. But there are immense corridors through the rock in certain areas of Deeperdark that look suspiciously familiar....

Description: The stone-eater looks like a giant rock slug. When not moving, it resembles a cooled-down lava formation.



NOAN 86

Village of Bloodstone

Ground Scale

30 yds. 120 yds.

- Intact Wall
- Peasant Huts
- Farmland



woods

gully

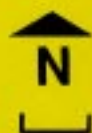
gully

gate

graveyard
hill

Beaumaris River

Lake Midal



to Kingdom
of Vaasa

1 mi.

Orothiar
Clanhold

Mine Entrance

Lake
Midai

ford

Bloodstone
Village

forest

Beaumaris

Waukeshire

road

Valley
of
Bloodstone

bridge

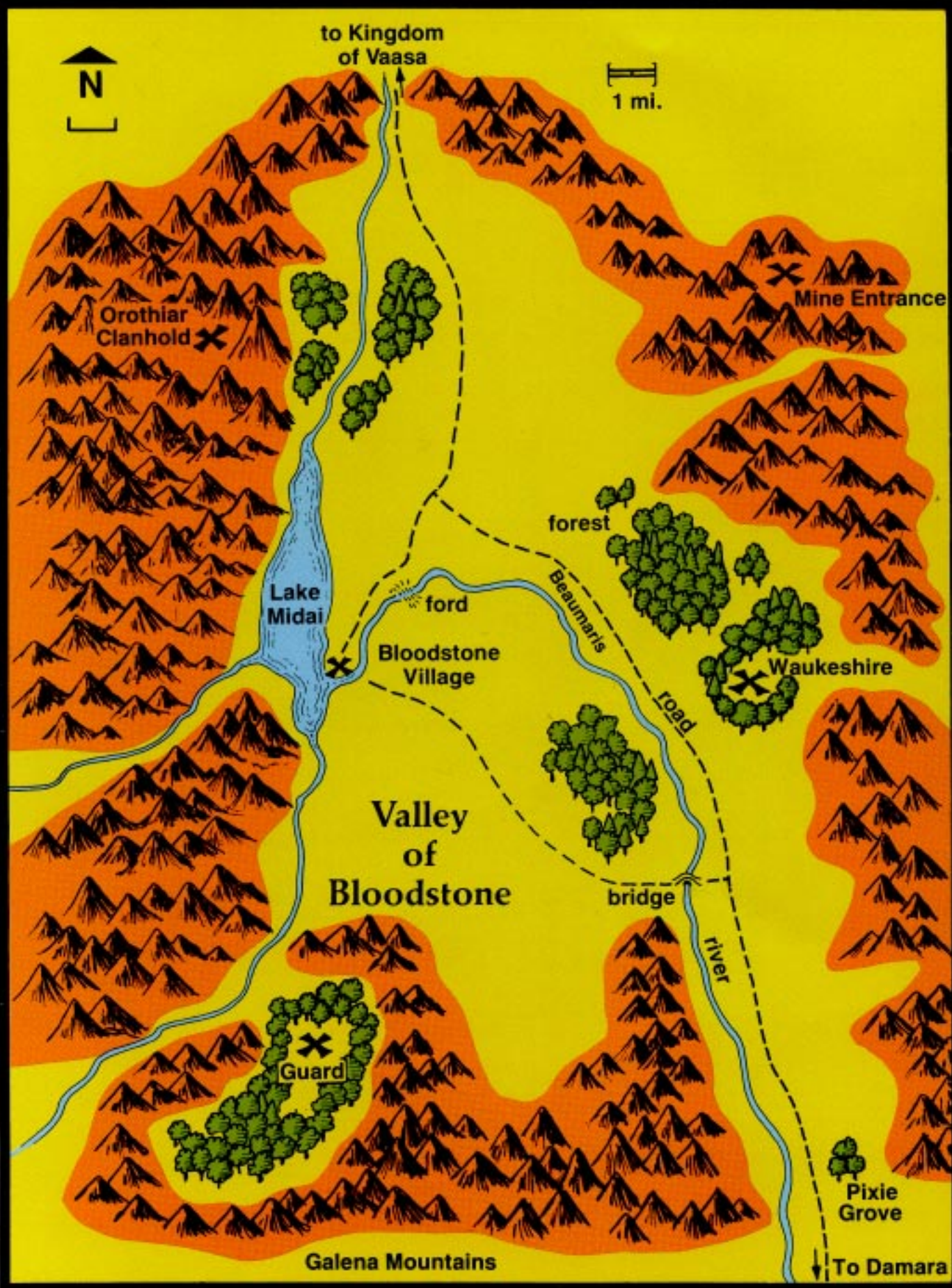
river

Guard

Pixie
Grove

Galena Mountains

To Damara



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The Mines of Bloodstone

by Michael Dobson and Douglas Niles

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This module uses the new rules from the *Dungeoneer's Survival Guide* and *Wilderness Survival Guide*. The adventure also includes optional BATTLESYSTEM™ scenarios fought entirely underground. These supplementary products are not required to play the adventure, however.

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